

EXCLUSIVE INFO ON NEW GENESIS MODEM!!

MEGA PLAY

THE #1 ALL-SEGA VIDEO GAME MAGAZINE

SEGA'S 16-MEG WONDER

STREETS OF RAGE 2

HITS THE STREETS!

MEGA REVIEWS!

SONIC 2

MADDEN '93

NIGHT TRAP CD

LIGHTENING STRIKE

COBRA COMMAND CD

MEGA PREVIEWS!

DOLPHIN

SHINOBI 3

ROAD RASH 2

DOUBLE DRAGON 3

TMNT: HYPERSTONE HEIST

\$3.95 - \$4.95 Canada

January, 1993

Volume 3, Number 6



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SEGA CD!

MEGA PLAY REVEALS SEGA'S
1993 LINEUP OF CD GAMES AND
TOP SECRET PERIPHERALS!

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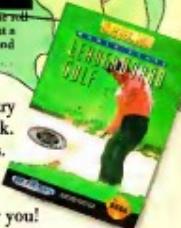
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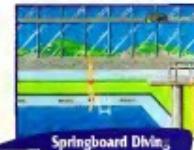
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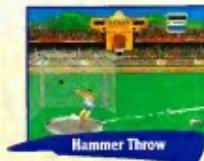
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Mega Play has the latest in CD action from Sega. Take to the sewers in Sewer Shark or protect a house full of girls in Night Trap!



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GAME GEAR

Bart Simpson takes on an army of space mutants in his wildest adventure yet! Also, rescue the fair maiden in Prince of Persia!

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Slug it out in the sewers, do dirty deeds downtown, grind them up on a ghost ship, surf through treacherous ocean waters and even ninja till you drop.



Make it through all this ninja nastiness and Shredder will curse the Cowabunga battle cry.

But then you must face that Duke of Dweebs on his own turf. Hang tough because he'd love to have you at his place for some fried Turtle legs!



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SEGA CD...THE WAIT IS OVER!

The long wait for the revolutionary Sega CD is finally over. By the time you read this, the system will be in the stores along with the first batch of games. Do you have your money ready? Will you be the first in line to get one of the machines? Or will you wait and see what happens in 1993.

There probably won't be any problem in getting the system so you won't have to camp out in front of your local toy store waiting for them to open. Sega promises to have 200,000 CD systems in the stores, nationwide, by Christmas. And, at a lofty \$300 list price, the systems probably won't be flying off the shelves, especially considering the economy as it is. Software, on the other hand, will probably be in short supply. The few titles that will be in the stores, especially those from the third-party licensees, could disappear from the shelves very quickly as anybody who will plunk down three bills for the system, will certainly be able to afford another hundred or so for a couple of games.

How will the system sell? That's easy to predict. Like any new product, there always are a lot of players who have to be the first to own everything. This group of hard-core players will buy all 200,000 systems and this will please Sega to no end. The PR people will have a field day at the Winter CES about how the Sega CD sold out at Christmas! Nothing wrong with that. Nintendo did that last year with their Super Nintendo System. They even went one better and sold over a million systems that never existed, if you believe their numbers.

But the big question is, will the average Genesis player spring for the CD? Some will but, probably not very many. Quite frankly, it would have been nice if there were more games out for the system. Night Trap, Cobra Command, Sewer Shark and Black Hole Assault will keep the average player busy for the first two weeks. After that it's back to the old reliable Genesis games. If one of the 'Make Your Own Music Video' CDs gets out by Christmas, then there will be some serious long term game playing, but as of this point in time we haven't seen the disc.

Next year is when the Sega CD will really take off, though, when Sonic, Dolphin, Batman, and more of the really hot CDs get out into the stores. That's when the average Joe will lay out the big bucks.

Now that you have the system, what do you think of it? Send us your comments and we will publish them next issue!

In other news, it has come to our attention that there has been some highly inaccurate information being published about Mega Play. It appears that some overzealous editor has printed that their Sega magazine was the first to be published and is also the best selling Sega magazine on the market. Normally we brush aside little digs from the competition, but when they outright lie about important information, it is going too far. I am holding our first issue of Mega Play which was published in the Spring of 1990. Your Volume 1 Issue 1 carries a masthead date of Fall 1990. As for the largest circulation, wrong again. Actual sales numbers for each of the magazines for all of the two hundred plus markets are readily available to anybody. You ought to check the numbers out. Mega Play outsold your Sega magazine in more than 95% of the markets.

Editor
Ed Semrad

MUHAMMAD ALI REGAINS THE CHAMPIONSHIP FOR THE FOURTH TIME!

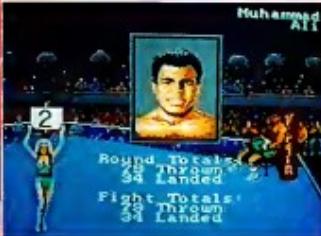
★ Why settle for anything less than "The Greatest?"



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—Electronic Gaming Monthly

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Put

An interview with Terry Banks, Tester/Sega Menacer™.

a shooting

How is the Menacer any different from other video shooting controllers?

There are four different ways you can play with the Menacer. Hold it in your hand for a sure shot, add the stabilizer to shoot commando style, add binoculars for dual vision, or use all three for full tilt action.

gallery in your

How does it work?

Aim at the screen, and fire. The infrared receiver reads the laser beam from your fire and feeds the message into your Genesis™ machine. You see the damaging effects immediately. And with Accu-Sight™, the on-screen crosshairs can be turned on or off, so your accuracy is unbelievable.

living room without

They're all shooting type games?

No, actually. Six different kinds of games are included, and there's real variety. WhackBall™ is more of a skill game. It's very challenging. Most people can't even get past the third level. And Arena™ will be bringing out T2™ The Arcade Game™ soon. If you're the aggressive, competitive type, it's your game.

ruining

What's your favorite game?

Ready, Aim, Tomatoes!™ is pretty sick. You blast bad guys with tomatoes to protect ToeJam and Earl!™ You can even power up and machine gun tomatoes at them. The game speeds up as you go, so it gets to be super challenging. But that's what makes it fun. All the games are fun in that way. It's really a terrific way to take out your frustrations.

your wallpaper.



MEGA MAIL

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STREET FIGHTER 2 ON SEGA CD?

I have been hearing rumors that Sega will be bringing out a Sega CD version of Street Fighter 2 Champion Edition sometime in the Spring of 1993. When I call Capcom they say there will not be an American version of SF2 other than their Super Nintendo version. Who is correct?

Tom Bucholz
Dumas, TX

I have heard over the computer bulletin boards that Fighting Street 2 is coming out for the TurboGrafx next Summer. It is supposed to be a 20 megabit cartridge and not a CD. It also is going to be the Champion Edition and not just the normal game. If this is true, then did Capcom also sell the rights to Sega? Hey, if Turbo Technologies can get it why couldn't big Sega cut a deal also?

Chad Larsen
Greeley, CO



Fighting Street 2 will be coming out in Japan in the Spring of 1993!

(Ed. Talk about a hot subject! Of the thousands of letters we get here at Mega Play, at least 80 percent of them are about the availability of Street Fighter 2 for the Genesis, Mega Drive, Mega CD or Sega CD. You name the rumor and we have heard it also! Unfortunately neither

Sega nor Capcom will go on record to confirm whether a version of Street Fighter 2 (other than the Super NES version) will ever hit our shores.

There is news though. Turbo Technologies, the company that is currently responsible for the TurboGrafx and Turbo

Duo game systems has gone on record to say that Fighting Street 2 (their version of Street Fighter 2) will be coming out in Japan next year. Other sources in Japan are confirming that it will be a 20 megabit turbo chip card and that it probably will be the Champion Edition. Apparently the reason it won't be a CD is the fact that the CD can only download 2 megabits of information at a time, and that this just isn't enough to be able to make a good playing game. Turbo Technologies does say that they haven't been able to acquire the rights to do a U.S. version.

With a PC Engine version clinched, it is highly likely that a version will also appear for the Japanese Mega Drive or Mega CD. With 8 megabit of RAM in the Mega CD, sources in Japan tell us that this would be sufficient memory to download enough of the game at one time to make a CD version probable. While officials at Sega are hinting that a version will hit these shores, nobody will go on record to say that we'll have to wait a while longer!

WANTED, THUNDER FORCE 4!

I am very upset with Sega! How could they go and change the name (of the best shooting game ever made) from Thunder Force 4 to some idiotic no name title Lightning Force. They couldn't even spell it right! But to take a name which has an established track record (TF3 is spectacular!) and to turn it into a nothing-ball name makes as much sense as calling Sonic 2 - The Revenge of Lixswak. Can you imagine how many more games they would sell if it was called TF4?

Perry Williams
Terre Haute, IN



Lightning Strike, a.k.a. Thunder Force 4 will soon be out for the Genesis!

(Ed. Look on the bright side Perry! At least the game will be coming out here in the U.S. While the game has been out in Japan for some time, players should know that it does have a new type of encryption built in that prevents the cart from being played on the U.S. Genesis system. This complaint has been echoed by many a player who thought that they could get an early glimpse of this super shooter by purchasing the Japanese version. Instead, all they got was a rude surprise when the black screen popped up saying that the game would only work on a Mega Drive! Now that Sega is doing a legit version everybody will get to see how good the game really is! We agree that the name Thunder Force 4 would have some recognition among shooter fans but if the word gets out that the name has been changed, hopefully this mega-hot game won't go by unnoticed.)

CDs CHEAPER THAN CARTS?

I have read in an audio magazine that it is very inexpensive to mass produce CDs. The magazine says that it only costs pennies to make a disc. Will this reduction in cost be transferred to us, the game players when Sega brings out their CD games?

Marc Grebb
Torrance, CA

(Ed. Good question Marc! You are right, each disc does only cost the companies a few cents to make. Unfortunately, with all the extra memory on a disc, there now are larger costs to make the game. The quests are longer, there are animated cinemas or moving video and even more expenses to produce the great tunes. Sega will be selling their discs for \$50 and \$60 though.)

ALL THE RIGHT MOVES!



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SUPER WRESTLEMANIA

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ALL NEW
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MORE SEGA CDs...

You have done a great job in keeping us informed on everything that has been going on with the Sega CD. One game that interest me is Sherlock Holmes Consulting Detective. I have played it on the TurboGrafx CD and I am not real excited about seeing the same game appear again on the Sega CD. Has there been any work done on a Sherlock Holmes 2?

Terry Ostrand
Winnipeg, Manitoba

I want to buy Sega's new CD machine but frankly, the games that I have seen aren't all that impressive. Earlier this year there were big things promised for this system with dozens of new games that were supposed to blow our socks off. Spectacular arcade conversions, games with actual movie footage, and extra long adventures that would take dozens of megs to do on a cart. It seems that as the big day arrives, Sega is actually going to deliver a lot less than they had earlier promised. Face it, look at their pack in discs. An audio CD...wow! An audio CD with still graphics...double wow! A super disc with 4 classic Genesis games that every player already has...triple wow!! And Sol-Feace and Sherlock Holmes...yawn! Will there ever be a decent CD that will force me to buy their machine?

Jesse Clement
Flat Rock, MI



Sherlock Holmes Consulting Detective
Volume 2 will be out in April 1993.

(Ed. Good news Terry! ICOM Simulations (the company that did the first Sherlock Holmes adventure) is just now putting the finishing touches to SHCD Volume 2! This version, like the first will have three

mysteries. This new game will feature over 90 minutes of color motion video and promises to offer even more features than the first CD. The three mysteries will be called: "The Two Lions", "The Pillaged Paintings", and "The Murdered Munitions Magnate". True Sherlock fans will be happy to know that these three cases are original Conan Doyle stories! If this wasn't enough, ICOM has announced that *Sherlock Holmes: Consulting Detective Volume 3* has already been scripted!

Jesse brings up a good complaint. On the outside it looks like there aren't a lot of good games coming out for the Sega CD. However, early next year the hot titles should really start pouring in. *Sonic CD*, due out this Spring, will be one of the first mega-hot titles. Taito's quarter muncher - *Night Striker* along with *Final Fight*, *Dolphin CD* and *Young Indiana Jones* will be right behind to keep the action flowing. Who knows Sega may even throw a *Street Fighter Champion Edition* in to boost their sales sometime next year!

The problem is, good CD games take a lot of time to produce. Sega's machine has potential, but we probably won't see many CDs with the way cool scaling, rotation, fade or 3-D effects till Summer or Fall next year.)

MORE COLORS & SPRITES!!

I sure hope that Sega's new Mega CD is going to increase the number of colors and sprites that the system can put up on the screen as the Super Nintendo is really doing a number on the Genesis. I mean 64 colors? Could you picture how plain a Street Fighter 2 game would look? If the Sega CD is half the machine it is supposed to be, and if Sega could add a few hundred extra colors on the screen, (another hundred sprites wouldn't hurt either) the new system would trounce anything that Nintendo would do! Tell me that the CD will help the Genesis! If it won't, how far away from reality is the rumored 32-Bit Giga Drive?

Stephen Foster
Raleigh, NC



Sonic the Hedgehog 2 is the first of Sega's new 'higher resolution' games!

(Ed. There is good news and bad news Stephen. The good news is that Sega has developed new programming 'tricks' that fool the Genesis into boosting the resolution of the game on the TV screen. You can see an example of this when you play *Sonic the Hedgehog 2* in the two player cooperative mode. Essentially what Sega is doing is taking two screens and compressing the height to one half screen. They then combine the two halves onto the TV and end up with a new screen that has double the resolution. Unfortunately only the vertical dimension has been doubled and each of the two new half screens has a very obvious 'squashed' look.

Now the bad news. Even with the new Sega CD attached to the Genesis, neither the number of on-screen colors nor the number of sprites will be increased with the new super-system. The ASIC chip will only be used for the special effects. That doesn't mean that Sega won't come up with any new programming tricks in the future though.

The Giga Drive is alive and doing well. Last year Sega's president - Tom Kalinske admitted to such a project and rumors continue to circulate about when this new 32-Bit system will come out. The most recent version has the Giga Drive coming out next Christmas and being fully compatible with the Sega CD. It will be downwardly compatible with the Genesis (in the same way as the Genesis can play Master System games), and the new Giga Drive will have colors and sprites up the kazoo. The first games will be some of the arcade titles (like *Pad Mobile* and *Rail Chase*) that we are now playing on their System 32.)

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The catacombs are a dangerous place, skulls, bones, fiery rats and the constant threat of death.



Storm Castle Beauvoir, but
don't slip. It's a long and
dangerous fall you won't live
to tell about.



You're fast, but are you clever? Solve three
puzzles of the Grail Temple or it's goodbye Jones So



You don't have time to pet the animals on
this Circus Train.

Not only is the Holy Grail about to fall into the wrong hands, they already have their hands on your father, Dr. Jones Sr. There is still time but you better step on it and don't make any mistakes. Fight your way through five levels of danger packed action. Be smart, steady and above all fast, and you might have a chance. Blow it... Your father and the world are doomed. This game is only recommended for those up to the challenge.



Available for Sega™ Genesis™ and Game Gear™

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IT'S UP TO US TO DEAL
WITH THOSE OVERGROWN
SLIME GOOZ DINGO ALL

YEAH MAN, IF WE CAN'T
STOP THESE GLADIATORS
FROM ASSEMBLING THAT
SLIME MACHINE IN TIME,
THE EARTH'S GOING
TO BE A TOTAL
SLAUGHTERHOUSE!

MY CREATION IS
ALMOST COMPLETE.
WITH THIS MACHINE
NOT EVEN THE
GLOBAL GLADIATORS
CAN STOP ANDUGH
SLIMING THE
ENTIRE WORLD!

THERE IT IS,

WATCH OUT!!

GLADIATORS UNITE!!

GOT IT!
THAT WAS A LITTLE
TOO CLOSE!

UH-OH!

TO BE CONTINUED...

AAAHH!

OUCH!

SEGA
GENESIS
Sega Genesis

MONSTER BASH SLIME SLASH THRASH TRASH!

CHILL OUT AS YOU SKID
THROUGH PERILOUS
PEAKS IN A SWIRLING
ICE CLOUD. BUT DON'T LOSE
YOUR POOL IF YOU SEE
THE ABOMINABLE
SNOW MONSTER!

SLIME-RUST YOUR WAY
THROUGH A WORLD OF
ADVENTURE AND 12 LEVELS
OF CHALLENGING GLOBAL

SEE MICK AND MACK SPRING DA-DA
AND SWIPE THROUGH OVER 120
LEVELS OF CHAOTIC ANIMATIONS.
WE'RE TALKIN' 10 TIMES MORE THAN
YOU'VE SEEN BEFORE! ALSO MICK
AND MACK, THE TECH COO-SHOW, ARE
AND YOU'VE GOT A GLOBAL PATROL
READY TO TAKE ON THE WORLD!

EYE-POPPING BACKGROUND GRAPHICS
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AWESOME MUSIC AND SOUND EFFECTS
GUARANTEED TO MAKE YOUR PARENTS
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DODGE THE INFAMOUS
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GOTTA BE LUCKY TO PUT
LETTER IN ITS PLACE
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EXCELENT GLOBAL GLADIATORS!
HARD-HITTING GLOBAL QUALITIES!
GREAT GRAPHICS, GREAT CONTROLS,
GRAND-UNIVERSITY-LEVEL ADVENTURE,
CONTROLS AND ANIMATIONS FOUND
ONLY IN THE SEGA GENESIS SYSTEM.
PLAY OUTLINE, 12 LEVELS OF FUN,
START TO FINISH! THE GREATEST MEGA
MEGA PLAY!



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HI-TECH SEGA

SEGA UNVEILS NEW CD GAMES AND PERIPHERALS!

On October 15, 1992 Sega of America held a press conference in New York to officially roll out their Sega CD peripheral. Members of the press got their first hands-on experience with the Sega CD and the first wave of games. While the CDs were interesting, it was the new technology being demonstrated that really got everybody's attention.

FULL MOTION VIDEO

Out of all the games on display, the most impressive titles contained moving video. *Night Trap*, *Sewer Shark*, *Citizen-X* as well as three 'Make Your Own Music Videos' were the best and clearly demonstrated the power of the Sega CD.

These live-action CDs involved new software programs that reduce the palette down to 64 colors, cut the frame rate in half and then digitize the end product.



The Sega CD is available now and sells for \$299 with 5 discs.

SCALING, ROTATION, ZOOM

A custom graphic processor chip known as ASIC has been built into the Sega CD. This chip handles all of the cool functions that make the Sega CD shine so brightly. Best of all, these functions will now be done automatically in the system hardware. Smooth scaling, rotation, zoom, pseudo 3-D simulation and fading of individual sprites (rather than backgrounds like the Super NES does) will all be possible through ASIC. The number of sprites or colors will not be increased though.

THE FUTURE

Sega is hesitant to comment on releases beyond three or four months, but they have announced that there will be a back-up RAM cartridge for the CD. This cartridge will plug into the Genesis and allow the player to save game information ranging from high scores



Sega could offer a mouse as an option for its Sega CD.

to player data from RPGs.

A second item soon to appear is a mouse. This will greatly speed up 'point and click' type programs like the new *Make Your Own Music Videos* and the upcoming Video VCR programs.

Beyond this, the sky is the limit. Programmers have already learned how to extract a continuous stream of uninterrupted multi-track full motion video from the CD, and as compression technology improves, the second generation of CDs will take this medium into areas that aren't even considered possible by today's standards. The key now is to integrate this new form of video game visualization into games that will be as much fun to play as they are to look at.



Next year Sega will offer a back-up RAM cart for the Sega CD.

Sega CD games pictured above (left to right): *Final Fight*, *Music Prince of Persia*, *Aladdin*, *Space Harrier*, *Jim Williams Festival: Make Your Own Music Video with Kris Kringle*, *Use of the Imagination*, *Brutality*, *Wolverine 2* and *Video VCR*. Future releases are: *Wing Commander II*, *Star Wars: Star Wars*, *Dragon Master*, *Skull Menace*, *Out of This World*, *Jack Rabbit*, *Chuck Rock*, *Doomsday*, *Miss Fury* and *Street Fighter II*.

CHIPS & BITS

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Young Galahad
Young Indiana Jones
Zombie High

SEGA KICK & PUNCH

Beast Whistler

Chakan Frenzy

Clown

Crash of the Ninja

Dream Master

SEGA ANNOUNCES NEW PACK-IN FOR GENESIS MENACER!

Sega of America has just announced that they will be offering two different configurations of their popular Menacer light gun peripheral for the Genesis game system.

The first version, which is in the stores now, consists of their Menacer gun with the six-in-one game cartridge. This starter package currently retails for \$60.



Sega's Menacer light gun peripheral currently sells for about \$60.

The second package, which is scheduled to appear in the stores before Christmas, will contain the Menacer light gun peripheral, the six-in-one cartridge and Acclaim's mega-hot T2: The Arcade Game cartridge. This step-up package will carry a suggested retail price of \$90 and represents a saving of \$20 over both items if purchased separately.



T2: The Arcade Game will be included in the \$90 Menacer package.

BATON TECHNOLOGIES READIES NEW GENESIS MODEM!

Baton Technologies recently demonstrated for the Mega Play staff a new Genesis modem called the Teleplay that will allow games to be played over the telephone lines. This revolutionary peripheral incorporates new technology which now makes modem games a reality. Faster data transfer rates (2400 baud) and simplified

set-up and operation, are two of the key features to this new accessory. The Teleplay also has a port to include a keyboard and printer should the user want to tap into some of the on-line PC services.

Available next Spring, the Teleplay is projected to cost about \$80 and come with the game *Terran Wars*. Three more will be available immediately, with another four projected to be ready by the end of 1993.

Best of all, Baton showed that their modem will not be limited to just Genesis owners. With a similar package for the NES (and later next year for the Super NES), Genesis players will be able to play head-to-head with NES players!



The Teleplay modem allows games to be played over the telephone!

MOTION VIDEO FOR SEGA CD!

One of the best features of the Sega CD is its ability to play games that contain real video footage. Considering the huge memory capability of the CD medium, the problem of getting moving video onto a CD is actually much more complex than it seems. Even with 4.4 gigabits of memory on a CD, only about 70 seconds of full-screen broadcast quality footage can be generated. By making compromises, however, the 70 seconds can be stretched to well over an hour.

How? The first cut reduces the color palette to only show the 64 colors the Genesis can display. Secondly, the frame rate is reduced from 30 frames per second to 15fps. The live area of the image is next cropped down to 1/3 screen. Lastly, the material is digitized and the remaining footage is compressed using new programming techniques.

Taking the concept one step further, however, Digital Pictures was able to compress data so tightly they got the Sega CD to run continuously at 150 Kbyte/second without stopping to load in more data like other CD games must do. The end result - 65 minutes of continuous digital video footage that the player can manipulate as easy as pushing the buttons on a VCR! The first three projects in the "Virtual VCR" line are Time Warner cartoons.



Virtual VCR gives 65 minutes of continuous moving video on the Sega CD!

SEGA
GENESIS
TOTAL CONTROL

KICK SOME BALLS

You're in total control of all the fast and furious soccer action you can handle with World Trophy Soccer. Play the ultimate championship game by yourself or with a friend as you pass, dribble, tackle and shoot your way through the qualifying rounds with national dream teams from all over the world. The only thing you can't control is the other team's ruthless players. As long as the ref's not looking, they'll try every underhanded strategy imaginable to win the Cup!

FEATURES:

- Adjustable difficulty levels and match lengths
- Complete directional control allows for perfectly-placed free kicks, goal kicks, corner kicks, throw-ins and penalty kicks.
- Fast, smooth, multi-directional scrolling.
- Ability to save your game after each round.
- Single or two player simultaneous action.

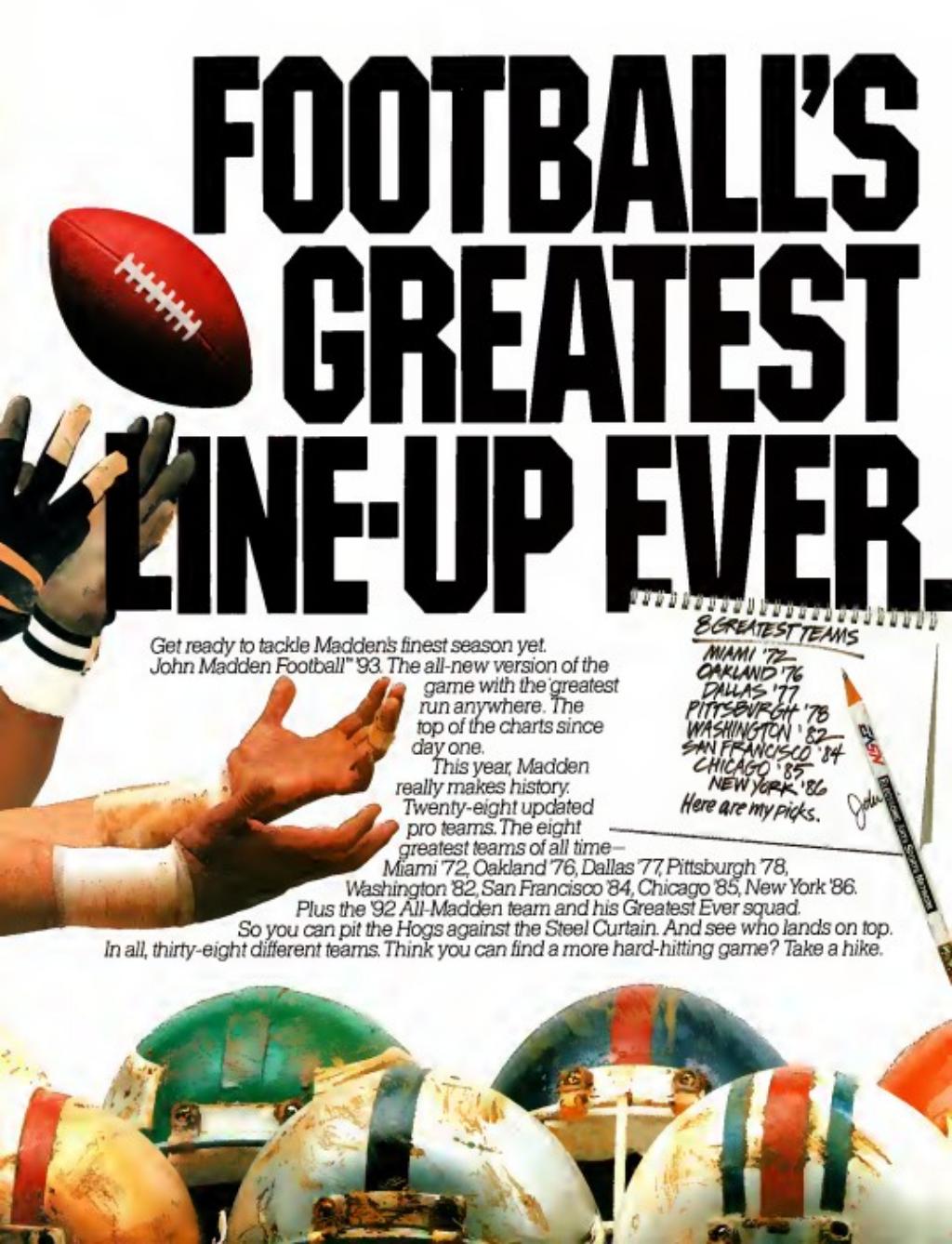
"Packed full of exciting game play, impressive graphics and intense soccer action, this great cart is sure to be a winner!" —MEGA PLAY



WORLD
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FOOTBALL'S GREATEST LINE-UP EVER

Get ready to tackle Madden's finest season yet. John Madden Football™ '93. The all-new version of the game with the greatest run anywhere. The top of the charts since day one.

This year, Madden really makes history. Twenty-eight updated pro teams. The eight greatest teams of all time—

Miami '72, Oakland '76, Dallas '77, Pittsburgh '78, Washington '82, San Francisco '84, Chicago '85, New York '86.

Plus the 92 All-Madden team and his Greatest Ever squad.

So you can pit the Hogs against the Steel Curtain. And see who lands on top. In all, thirty-eight different teams. Think you can find a more hard-hitting game? Take a hike.

GREATEST TEAMS

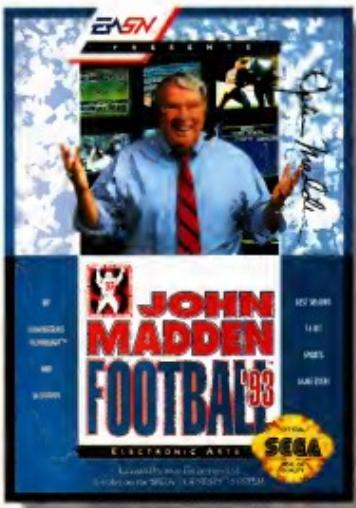
MIAMI '72
OAKLAND '76
DALLAS '77
PITTSBURGH '78
WASHINGTON '82
SAN FRANCISCO '84
CHICAGO '85
NEW YORK '86

Here are my picks.



EASN

PRESENTS



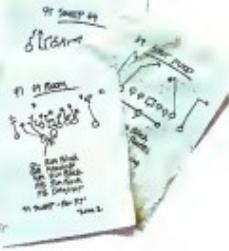
Talk about a game with Madden written all over it. Madden '93 has yards of plays. A total of 125 including new audibles. Each from the pen of John Madden. Including the no-huddle offense and a quarterback kill the clock play.

It's a game of match-ups—Madden's brand of football. Each team scouted by the man himself. Battery back-up saves game and player stats through the playoffs. Make the right match-up at every position and you'll go all the way.

The actions never been more explosive. Shoestring catches. Clothesline tackles. Head butts. Defensive shifts. Safety blitzes. Taunts.

The more intense the action, the more excited Madden gets. Blasting out comments like "Boom!"

Where'd that truck come from? It's the true personality of football.



Madden's playbook has some big surprises. Get caught in the wrong formation and you'll get burned.



Call the no-huddle offense and you'll give an out-of-position defense the slip. Especially if it's a snowy day in Buffalo.



With head butts and shoestring catches, this game definitely has all the right moves.



A split play-calling screen keeps the other side of the line on its toes. Tougher computer opponents keep you on yours.

EASN,™ the Electronic Arts Sports Network, is all over the field like a roving linebacker. Highlights. IsoVision™ instant replay. Cameras covering every angle of the game.

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79¢ each additional minute.



MEGA TRICKS!!

The Ultimate in Sega Secrets!!

UNIVERSAL SOLDIER

(Ballistic/Genesis)

Invincibility and Power-Up Boxes Revealed - Here are two incredible passwords that will help you through this tough game. To gain total invulnerability, enter the password: **PWRZS**. To reveal the hidden power-up boxes throughout the game, enter: **SHBXZ**.

**UNIVERSAL
SOLDIER**

ENTER PASSWORD.
PWRZS

Enter the password for
Invincibility on this screen.



You can go through the
game without worry!

**UNIVERSAL
SOLDIER**

START GAME
• **PASSWORD**
OPTIONS
HIGHSCORE

Choose "Password".

**UNIVERSAL
SOLDIER**

ENTER PASSWORD.
SHBXZ

Enter this password here.



Hidden boxes are revealed!

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Instructions,
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GALAHAD

(Electronic Arts/Genesis)

World Passwords - This eye-pleaser will test your playing skills to the max! Unfortunately, you have to get pretty far into the game to receive a password. But, never fear! One of our loyal MegaPlay readers has

come to the rescue with this one, and he sent in the second and third world passwords! Choose "Options" after the title screen and you will access a screen in which you can change your password.

Enter the code: ZXSP to start off in the second world. To start your journey from the beginning of the third world, enter the code: LVFT.

Nathan Fouts
Nabb, IN



Move downward and into the "Options" mode.



Choose your starting world in the option mode.



Instructions will be given prior to the new level.



The second world is visually stunning and difficult!



Start in World Three by entering its password.



Defeat this dragon before he has you for dinner!

WMS[®]
CONTROL

3021 Bethel Rd. #208
Columbus, Ohio
43220



"Make Musashi The Ninja Run Backwards!" *Revenge of Shredder*

Here's a neat trick you can do with GAMEHANDLER GS. To add new challenges to Revenge of Shredder from Sega, try to beat the game running backwards. All you have to do is tip the nose of your GAMEHANDLER GS controller upside down. Now Musashi the Ninja runs backwards and must step meticulously to fire his weapon. See how good you really are.

NO CODES!

WATCH THIS SPACE FOR MORE SECRETS AND TRICKS YOU CAN DO . . . ONLY WITH GAMEHANDLER GS®!

There's a cool trick for Saint Seiya From Taito. Again, only with the GAMEHANDLER GS controller you can make Aslanis Hyper warp — actually disappear and reappear around the screen. We're still learning even about this trick, but if you push your button or flick your wrist quickly you can escape the bad guys and actually go through walls and barriers.

"Make Macress As Birdman Disappear!" *Saint Seiya*

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NO PROGRAMMING!

NFL SPORTSTALK FOOTBALL

(Sega/Genesis)

Weekly and Super Bowl Codes - Take the 49ers all the way to the Super Bowl with these passwords!

Week 2 - 45TDCBBBBBL
Week 3 - 45TFFBBBBL
Week 4 - 45TGKBBBBL

Week 5 - 45THTBBBBBL
Week 6 - 45TJ?BBBBL
Week 7 - 45TK?CBBBBL
Week 8 - 45TL?FBBL
Week 9 - 45TM?KBBL
Week 10 - 45TN?TBBBL
Week 11 - 45TP??BBBL
Week 12 - 45TQ??CBBL

Week 13 - 45TR??FBBL
Week 14 - 45T5??KBBL
Week 15 - 45TT??TBBL
Week 16 - 45TV??BBBL
Week 17 - 45TW??CBL
Week 18 - 45TX??FBL
"Super Bowl"
45TY??KBL



Choose the "League" option on this screen.



Enter your desired password on this screen.



Start at any week in the season; even the playoffs!

STREETS OF RAGE

(Sega/Genesis)

Level Select and Lives Increase - Incredible! Finally, a method has been found to select your stage and increase your lives in this classic fighting game. Make sure you have 2 controllers plugged in. Press START at the title screen. Next, move the cursor to the options. With controller 2, press and hold RIGHT, press and hold the A button, press and hold the B button, press and hold the C button and while holding all of these, press START on controller 1. Now pick your stage and lives!

Justin Pabst, Flint, MI



PREDATOR 2

(Arena/Genesis)

Level Passwords - If you are having trouble with some of the rounds in this game, try these passwords. At the title screen, press START to get the options. Go to the password mode and press START. You will be given a password entry screen. Select these passwords for the corresponding levels that follow:

Level 2 - KILLERS
Level 3 - CAMOUFLAGE
Level 4 - LOS ANGELES
Level 5 - SUB TERROR
Level 6 - TOTAL BODY



LEMMINGS

(Sunsoft/Genesis)

Level Codes - Lemmings is a fun puzzle game that gets quite difficult in the later levels. These passwords really work! They will get you through each round of the "FUN" levels. Choose the Password option from

the title screen and enter the following codes for access to these levels.

- | | |
|----------|-----------|
| 2. QWKYN | 7. HTDVM |
| 3. NDDTD | 8. MMKBX |
| 4. SWKYN | 9. VDDTD |
| 5. FTDVM | 10. ZWKYN |
| 6. KMKBX | 11. XDDTD |

- | | |
|-----------|-----------|
| 12. CXKYN | 21. PXDWM |
| 13. PTDVM | 22. TQKXC |
| 14. TMKBX | 23. RXDWM |
| 15. RTDVM | 24. WQKXC |
| 16. WMKBX | 25. FJDVD |
| 17. VHDVD | 26. KBKBP |
| 18. ZZKZN | 27. HJDVD |
| 19. XHDVD | 28. MBKBP |
| 20. CBKBP | 29. YXDWM |

30. DRKXC



Access this "Password" option from the title screen.



Enter your desired password on this screen.



The "FUN" levels are a blast! Now try "TRICKY!"

KING'S BOUNTY

(Electronic Arts/Genesis)

Game Genie Codes - Here are some never before published Genesis Game Genie codes for King's Bounty!

R17A-R6V0 - Master Code. It must be entered on one of the lines to make the rest of the codes listed below work.

AMBA-AA84 - Recruiting doesn't reduce population of troop dwellings

RGNA-A6YY - Armies work for free.

AKCT-AA6G - Days left never decreases.

CBCT-AA6T - Never run out of days.

```
R 17A - R6V0
AMBA - AA84
RGNA - A6YY
AKCT - AA6G
CBCT - AA6T
```

```
A B C D E F G H J K
L M N P R S T V W X Y Z
0 1 2 3 4 5 6 7 8 9
```

THE TERMINATOR

(Virgin/Genesis)

Get Machine Gun Quicker - To acquire the machine gun earlier in the first level, follow this method. Go to the option mode and put the game level on "Easy." When you start the game, get past the Hunter Killer robot and the Hunter Killer ship on the surface of the planet, and go past the ladder that leads to the underground base. Move all the way to the right, up to the fence and throw a grenade. Now go down the ladder to the underground base and the machine gun will be there waiting for you on the right side of the ladder.



SMASH T.V. (Flying Edge/Genesis)

Lives, Power-Ups and Points
Increase - You can do this method in just about any room in the game, except for the boss rooms. While playing the game, defeat every enemy except one. Do not shoot at him. He will continue to chase after you. Items will appear randomly in the room, including lives, points, and power-ups. Do not collect any items such as a smart bomb that will kill that enemy, unless you want to advance.

Michael Johnson
Paradise Valley, AZ



ALIEN 3 (Arena/Genesis)

Shortcut, Extra Weapons and Useful Items - Play the game to stage 4 and jump through the first ventilation shaft you reach. You will find a shortcut to the end of the level. Also, if you jump through the wall on the far right of the corridor below the large final room, you will find clips for your pulse rifle, hand grenades, rifle fired grenades, a fuel tank for your flamethrower, med kits, and batteries for your motion tracker.

Graham Blake, Readfield, ME



R.B.I. 4 (Tengen/Genesis)

Secret of Eternal Life - To get a secret message and a new password in the game, R.B.I. 4, go to the password screen and enter the following code:

RBIBASEBALL4

Donald Caporal
Wilmington, DE



Choose to continue
on the option screen.



Enter the code to see
the secret message.

DRAGON'S FURY (Tengen/Genesis)

99 Balls and Mega Points - Check out this trick! Now you can start your game with 99 balls and 11,250,000 points. At the title screen, select the 1 player option and enter this code:

98AM3G1EBF

If you have another person joining in, they can have the same options with this code:

98AM3G1EBF98AM3G1EBF

Elmer Rivera
Perth Amboy, NJ



"Nice Shot."

C'mon, sink one more.

Your title's at stake.

So stroke a mean cue.

And don't get caught

behind the eight-ball.



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COMING ATTRACTIOnS

ROAD BLASTER FX

Mega CD-ROM / Wolf Team of Japan

With the Mega CD gaining more acceptance as a viable entertainment tool, the Wolf Team is out to turn a few heads with their latest release, Road Blaster FX!

With backdrops that are drawn in the same fashion as Thunder Storm FX, this driving simulation goes way beyond the work that was previously done!

The game still plays like Thunder Storm. However, as you get a visual and audio message informing you of oncoming hazards or when you need to turn down another street. Of course, the consequences for daydreaming while you drive quickly become apparent with the graphic flaming crash.

Pass the staggered checkpoints and avoid the rival cars to come out ahead of the pack and become the ultimate racer!

From the opening intro all the way to the end, Road Blaster FX is a blast!

Whoops! One wrong turn can lead to a soaking situation in a nearby lake.

Take a brisk drive through the forest preserve.

Slam on the brakes when the road is blocked.

These drivers are ruthless! Swerve to avoid reckless drivers!

A narrow escape from this truck forces you into the oncoming lane.

The flashing arrows warn you of approaching hazards or turns.

30 Mega Play

Merlin, Gatorade, Arctic, Sega Drive, Blue, Super CD, Megadrive, Mega CD-ROM, Orange, U.S. Game Gear, Yellow, Japanese Game Gear, Green, Master System, Grey,



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and The AVENGERS™

MARVEL
COMICS

EXPLODING OUT OF THE ARCADES
AND INTO YOUR GENESIS!

As Captain America, Iron Man, Hawkeye or Vision, it's up to you and a friend to foil the Red Skull's diabolical plan for world domination. Battle all of the Avengers' most fearsome foes in this picture-perfect Genesis version of the blockbuster arcade smash!

SEGA
GENESIS

COLLECTOR'S
PIN INSIDE!



DATA EAST

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TIME GAL

Sega CD / Sega

In the distant future, a dictator is planning on using his evil powers to take over the free world. The TimeGal has vowed to stop this dictator, no matter the cost.

With game play that is similar to the arcade version of Dragon's Lair, Time Gal relies on you to execute the proper joystick movements to get around safely.

Your mission will take you through the beginning of time on Earth all the way to the final battle in the far-off future!



Face a demon spirit when you enter the second stage of the game.



Move quickly or this barbarian will slice you into little morsels.



The future certainly looks dim as you fight these gigantic sentry guards.



Gross! This hideous creature leaped from the wall to squash our heroine!

ANNET AGAIN

Mega CD-ROM / Wolf Team of Japan

Not one to content with defeat, the nasty Hastur returns to seek his revenge upon those who have betrayed him.

Annet Again is the sequel to the ever-popular El Viento series, but this time Annet is fighting on Hastur's turf and that could spell disaster for Annet. However, Annet's abilities are much greater than before.

Exciting cinemas and good CD tunes bring Annet Again up to new gaming standards.



Hastur's castle presents a challenge in itself with booby traps everywhere.



Only Annet has the power and might to stop Hastur once and for all!



Speed was always one of her strong suits and now she can run faster!



Annet demonstrates an upper slice attack to wipe out jumping enemies.

WOLFCHILD

Sega CD / JVC

A terrorist group has stolen the technology to genetically alter life forms. The only way to stop them is to use the technology on yourself to become one of the mutants and to then hunt the enemy down.

JVC's newest CD adventure takes video gaming to new heights. The quest contains 10 huge maze-like levels where you encounter hundreds of gruesome mutated creatures on your way to the terrorists' well protected but hidden headquarters.



This genetically altered forest offers hidden challenges to uncover.



Project Wolfchild has infected once peaceful forest creatures.



Slink your way under the pendulum while keeping an eye out for enemies.



The armored beasts are tough to kill but your wolf instinct is unstoppable.

THE GREAT WALDO SEARCH

Genesis / T'HO

The Great Waldo Search is on! Your objective is to find Waldo among a group of other people and background scenery just like the famous book collection!

Use the magnifying glass to scroll the screen and find Waldo, his dog or scrolls in order to get bonus points and to be able to advance to higher levels.

Each stage presents new surprises as you look for different objects in a shorter and shorter time limit.



Use the magnifying glass to click on clocks, scrolls, and Waldo himself.



The stages get harder each time. Do you have the skill to locate our hero?



If you find Waldo's dog, you will be warped to a stage to collect bones.



Augh! Waldo is everywhere! Your only clue to the real Waldo is his sock.

ROAD RIOT 4WD

Genesis / Tengen

Those who have played Road Riot 4WD in the arcade know what a blast it is and thanks to Tengen it's now coming home!

Compete in 11 challenging courses each set in a different part of the world.

Every stage also has its own unique obstacle to avoid. In Arabia, the camels occasionally wander onto the course (camelburger anyone?) and the spectators often get too close as well.

It's a race no one can forget. Hop on the track and take Road Riot 4WD to the limit!



UH-OH!



These Arabian sheiks have taken a close look at the race. Too close!



The finish line is in sight! If only all these obstacles weren't in your way!

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PER EXCHANGE!

WE'RE THE ONLY COMPANY TO OFFER
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CATEGORY-A

AARON PALMER	GOLDEN AGE	PROLOGUE
ADAM FER	E.G. MONTANA	URGE IN DARKEN
ALICE KEE	ELAK	UP, BARRIER 2
B. DOUG EKEL	MICK DITKA	UP, HYLDE
DARIN CARLISI	MUDWALKER	URGEON
ORIOLE & GHOSTS	P. RILEY BOONE	UP, RUE

CATEGORY-B

ALIEN STORM	CHOCOLATE	WATSON SAW II
BLOODY BONES	CRIMSON	WE VOLLEYBALL
CHESTERFIELD	JAMES POND	WEEZER
CYPHER	A. MADSEN FINE	WEED OF SOHAN
FROGGIN' WORLD	LEARN N. CYCLE	W.L.A.G.H.R.E. SIE
GAIN GROUND	LAND SCOUT	WEVER POWK II

CATEGORY-C

AFTERBURNER II	GOLDEN AGE II	WEIRD CHILLING
ADRENALINE	HAND DRIVEN	WEIRD HILL
DECAPSYTHACK	MARBLE MAN	WEIR MONDO
DUCK TRACY	MEET ME	WEIRD OZONE
DV8 DUKE	MEDUSA'S REVENGE	WEIRD WEEZER
FARNS TALE	MEET ROCKY	WEIRD WEEZER

CATEGORY-D

BATMAN	PLANTATION	WEIRDOM
F.I. 21 INTERI	QUACKSHOT	WEIRDOOM
IMMORTAL	RBI II	WEISTER
JAMES POND II	ROAD BLASTER	WEIRD OF WEIRD
RA.GE.RI	ROAD KANG	WEIRDUM
SUM. CHTS. ILLUS.	SPEEDBALL 2	WEYD

CATEGORY-E

BIG ATTACK 2K	J. MADSEN II	WEIR CONTROL
ARMADA 2K II	K. V. REED	WEIT CITY
ARCHIE SINGER	OUTRAGE	WEIRD TRAMP
CAFFEE	PAPERBOY	WEIRD WARRIOR
GROWL	PITFALL/PER	WEIRD WEEZER

CATEGORY-F

BIG BODDERS	MIGHT & MAGIC	WEIRD TALK SHOW
BIG BODDERS	MYSTICAL PORT	WEIRDOS II
DIRTY STRIKE	BBY II	TERMINATOR
EVAN HOULDN	SHANE TV	THE JAM & EARL
KID CAMILLION	SPIDERWEBBER 2	WEIRD OF WEIRD

CATEGORY-G

BACKSTABBER	LIVE AT CRIPPS	WEIRDY TALK
BART SIMPSON	MILK'S ROCK II	WEIRD ZONE
CHUCK ROCK	MONKEY GOLD	WEIRD ZONE
DISSON & DISSON	POA TOUR GOLF	WEIRD ZONE
GREEN DOG	POA TOUR GOLF	WEIRD ZONE

IT'S SO EASY TO TRADE!

SIMPLY FIND YOUR GAMES IN CATEGORY AND CHOOSE ANOTHER GAME FROM THE SAME OR LOWER CATEGORY.

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WE'LL BE GIVING AWAY 4 CD SYSTEMS THIS CHRISTMAS!

AND EACH GAME YOU SEND IN TO TRADE WILL BE COUNTED AS AN ENTRY.

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EXCHANGE-A-GAME

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HERNDON, VA 22070

CHIKI CHIKI BOYS

Mega Drive / Sega of Japan

In need of a refreshing, comical action game? Call on the Chiki Chiki Boys! Their amusing quest through a cartoon land adds up to hours of Mega Drive fun!

One or two players can alternately compete through three rounds, each with varying sub-stages. Battle a variety of bizarre creatures with your sword using jump, slash, and climbing techniques.

You can also collect magical items which perform mystical spells to render enemies useless.



Fly through the clouds with a winged helmet to save the angels from doom.



Now that's a sword! This little puffball doesn't stand a chance against you.

SHINOBI 3

Genesis / Sega

With the Neo-Need organization back on its heels, Joe Musashi makes a bold, new comeback to ward off this organization, again.

With a sword in your hands, you stand poised to strike down all in your way, but a plethora of magical abilities makes the job a bit easier.

Are you tough enough to battle the bosses that stand in your way? Do you have what it takes to stop Neo-Ghost? Only your supreme ninja abilities and cunning skill can save you now.



Fight in the darkness of night while combating the enemy forces.



A flying kick to the head will put a stop to this persistent ninja foe.



What a hotfoot! This enemy is highly trainer to use the flame thrower.



Take a harrowing ride on an airship through the airborne Stage 5.

DOLPHIN

Genesis / Sega

Dolphin is the title that Sega has been claiming will set a new standard for all future cartridge games!

As you can obviously tell by the name, Dolphin puts in control of a porpoise out to locate his missing dolphin family. The hero's name is Echo and his search will take him through vast oceans where Echo will face a variety of sea creatures that can help him in assorted locations.

Sega incorporated a technique of filming live dolphins to make the swimming animation the most incredible sight ever! Since dolphins have the built in sonar capabilities, it seemed only right that this technique be used to help Echo talk to underwater life.

This revolutionary product is still in the finishing stages but this is the game to watch for!



Echo's sonar capabilities allow him to see things his eyes cannot.



Brave the challenges of an underwater castle littered with dolphin traps.



Echo's buddies can help with the parental search in some stages.

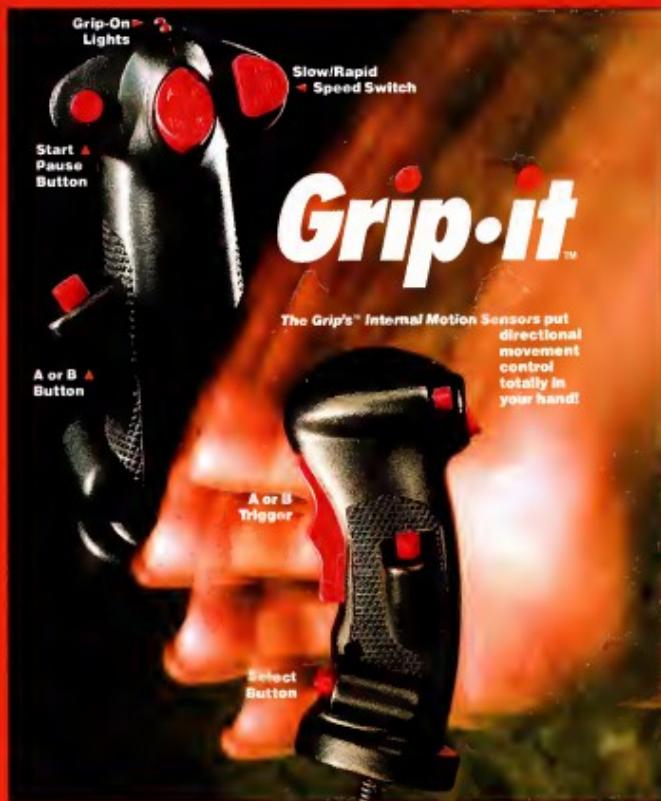


The scenes take place with beautiful backgrounds and serene music.

Grip-it™

.....THE NEW, ONE HANDED VIDEO GAME CONTROLLER™

.....THE NEXT GENERATION IN GAME CONTROL™



NINTENDO® 8 BIT

No Programming
No Codes

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package at your
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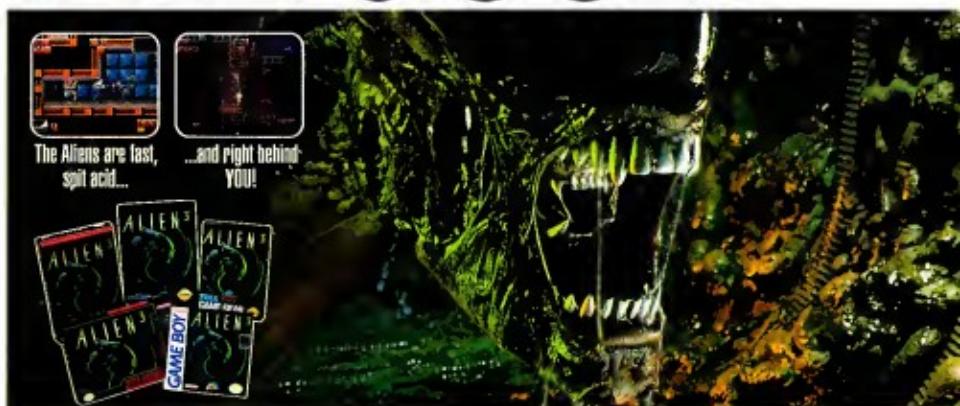


A REVOLUTIONARY ONE HANDED CONCEPT IN VIDEO GAME CONTROL! COMPATIBLE WITH NINTENDO® 8 BIT AND SEGA® GENESIS® 16 BIT SYSTEMS. A SIMPLE ONE PLUG CONNECTION TO ONE HANDED CONTROL.™ NO MORE THUMB FATIGUE, WITH Grip-it's™ ERGONOMIC DESIGN.

FEATURING:

- One Handed Control™
- Easy Start/Pause button
- Lighted A-B switch
- Quick response select button
- Rapid fire - Regular fire - Slow motion switch allowing control for beginners to experts. Control for all ages and levels.
- Convenient, natural action trigger for continuous action play.
- Flexible 12 foot cord for unencumbered movement and freedom of play.
- Total integration of game control, left, right, up, down and jump, with the natural movement of your hand.

THE GOOD



The Aliens are fast,
spit acid...

...and right behind
YOU!

THE UGLY





THE BAD



You are a warrior
from the future...

...sent back to
protect John Connor
from the T-1000.



He's back, she's back and it's back!!! And they're hunting for *you* in these hot new sci-fi video game blockbusters. *T2™: THE ARCADE GAME™* explodes with all the incredible action of the arcade smash!

ALIEN 3™ pits you against deadly face huggers and acid-spitting aliens.

PREDATOR 2™ is the final showdown between the intergalactic stalker and L.A.'s finest.

So get the good,
the bad and the
ugly... before they
get you!!!



ARENA
ENTERTAINMENT™

Guess who's in town with a few hours to kill?

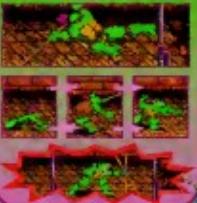
**Rescue hostages
before they end up
Predator trophies.**



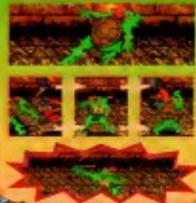
LEONARDO



DONATELLO



MICHAELANGELO



RAPHAEL



PIZZA POWER!

The green teen fighting machine has just arrived in an all new adventure for the Genesis!

The Shredder has just captured the powerful Hyperstones that have the magical power to reduce the size of any object. Couple that with The Shred Head's fixation for Manhattan and you know what happens! So the green team must bash their way through six

MEGA FILE

MANUFACTURER
KONAMI

CART SIZE
8 MEG

MACHINE
GENESIS
NUMBER OF LEVELS
6

AVAILABLE
DECEMBER

% COMPLETE
95%

DIFFICULTY
EASY
THEME
ACTION

TEENAGE MUTANT NINJA

TURTLES



THE HYPER J STONE HEIST

tough terrains and deal with many of their old adversaries like Leatherhead, Roadkill Rodney, Rocksteady, Baxter Stockman in his pre-mutated form, and even Tatsu from the two movies! Of course, the rest of the Foot Clan is here, along with the massive Traag soldiers, the mighty Krang Robot and the annoying Mousers.

This long-awaited, challenging cart is a must-have and is certain to please all Genesis owners.



MASTER THE ART OF NINJA!



Many ferocious foes await you in the city streets and in the slimy sewers!

SCENE 1 NEW YORK CITY

The first battle will be a constant struggle through the sewers and streets of Manhattan. Plenty of evil enemies will stand in your way, including the Roekill Rockheys, Foot Clan soldiers, and sewer-lurking Pizza Monsters. That cajun gator with an attitude—Leatherhead, will be waiting for you at the end of this level. Dodge his onslaught of flying knives to advance to Scene 2!



Prepare to take on the king of the Cajun swamps, Leatherhead!



Sail towards the ship via your surfboard and dish it out to the Foot Clan on board!

SCENE 2 A MYSTERIOUS GHOST SHIP

First you will need to surf your way to the spooky ship. Beware of the many dangers in the water. Surfin' foot soldiers and jet-propelled Mousers lurk everywhere! Once you reach the broken ship, more foot soldiers pounce on you and then the Traags step in to try to finish you off! Finally, enter a cave and prepare to do battle with the strong but stupid Rocksteady!



Use your ninja power against Rocksteady after you magically appear into a cave!



Fight armored soldiers on the mountain ridge to reach the Dojo entrance!

SCENE 3 SHREDDER'S HIDEOUT

Martial arts training is definitely out of the question here! One false move and you might be impaled by bamboo spikes or spear! Fight your way into the heart of the Dojo, dishing out some fancy ninja moves to annihilate the foot soldiers that get in your way. If you remember the TMNT movies, you'll know the boss is Tatsu, Shredder's lackey but a proud foot warrior!



As you enter the Dojo, many traps await as well as an encounter with Tatsu!

GOTHAM CITY IS FOR BOTH™

IT'S PAYBACK TIME.
ON 16-BIT SYSTEMS

BATMAN™

REVENGE OF
THE JOKER™

NOT BIG ENOUGH OF THEM.



Batman™ Revenge of The Joker™

Only from

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STREETS OF RAGE 2



Blaze makes a return as the best all-around fighter. Her flaming fist and jump kicks are the most powerful weapons at her disposal.

VITAL STATISTICS



Axel offers a great combination of power and speed, although his jumping ability is rather limited. His flaming punches are extremely deadly!

VITAL STATISTICS



EDDIE
Adam's brother Eddie has joined the fight. Riding on in-line skates, his fast speed and high jumping attacks outweigh a lack in power and stamina.

VITAL STATISTICS



Max is one tough dude! His punches and stamina are incredible, while his special attacks are bone-crushing! His drawback is his huge size.

VITAL STATISTICS



WHAT DOES NOT KILL YOU MAKES YOU STRONGER!

The biggest and baddest fighting game ever to hit the Genesis is finally on its way! This time, you must choose from four highly-trained characters to take to the streets to bust some heads.

Axel and Blaze make a bold return, each having learned some awesome fighting techniques. Adam's brother, Eddie, is here along with the body builder, Max! One or two players can take on

the forces of Mister-X and his minions through stages take place in the city streets and in an old bar.

The attack moves have been improved in strength and overall presentation. Each character has also learned special techniques that can quickly reduce an opponent down to nothing! The drawback is that these

super moves deplete some of your own hit points—the price of true power!

Bosses await you at every stage (of course) with their own brand of powerful attacks. Thugs wielding whips and knives present a special challenge as you fight to return peace to your beloved city!

MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	MODERATE	DECEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	16 MEG	N/A	ACTION	35%



As normally expected, it is time to take out some of the trash in the streets!

THE STREETS

These streets are crawling with scum. Here is where you will learn to master your basic attacks. Pipes, knives and other goodies are helpful items to stop the gang members.

Make it to the end and face the knife-wielding Jack. This thug will attack no matter where you hide!



As demonstrated by Axel, you can whack more than one enemy at a time!



Grab a pipe and crack some heads. On these mean streets, anything goes.



Jack is a street thug equipped with an arsenal of knives and a very horrid laugh!



Blaze takes out a punk with one of her specialties—the devastating body throw!



The drunks are tough, but you are certain to have enough strength to defeat them!

BATTLE OF THE BAR

Once you've cleaned up the streets, your next challenge is to take on the punks in the bar! There are plenty of goons to do some fist tagging with. There is enough action to make you sweat on the dance floor! Speaking of which, watch out for that country singer!



Once you've bashed through everybody on the dance floor, head up to the bar!



Erectra busts out of her country disguise and will strike with an electric whip!



Beware of Erectra, for her whip can pack some major wattage in your body!



In the heat of the battle, the bartender makes a quick dash outside. Hmm...



Head out the back door and smack around the goons standing about.

ALLEY AMBUSH

Not everyone likes it when you bust into their franchise and trash the place! So the Bartender and a handful of thugs are waiting outside to settle the score and take you down! Be patient, and you'll defeat him for sure! That's all for now, but you can expect more later!



From here it's time to toast the bartender once and for all! Bottoms up!

W E L C O
M E T O T
H E N E X
T L E V E L



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Team 

NO

*An interview with Tom Walsh—Raider's Asst. Coach/Co-Designer
Sega[®] NFL Sports Talk Football '93 Starring Joe Montana[™]*

pain-killers.

How is the new NFL Sports Talk Football '93 better than the previous one?

For starters, we used a new process called digitized animation. It's about ten times more realistic, because we actually filmed a real player, Marcus Wilson, running through the plays. We then digitized the image, so it's virtual reality.

No contracts.

How are the plays different?

The previous game had 50 or so plays. The new one has thousands. I worked with Joe Montana to develop a play book based on the real NFL team plays, and each team's plays will be different. The more plays you know, the better you'll do.

No cheesy

So it's like coaching a real team.

Exactly, right on down to knowing the characteristics of individual players and teams. Your skill at choosing the right play at the right time determines whether or not you will beat the opposing team. Just like the real thing.

half-time entertainment.

Could it actually be used to train real players?

Actually, people have said that it would make a good coach's helper, kind of like a live textbook. I used to play football with the guy who developed the game for Sega. And when he approached me to do this, the goal was that it was to be the most realistic and authentic video sport game out there. I think we succeeded heavily. It's a really terrific game.

(Other than that, pretty realistic football.)



Road Rash 2

Motorcycles and Billy Clubs...

Get ready for the sequel we've all been waiting for! Road Rash 2 by Electronic Arts will not disappoint fans of the original racing classic.

New to this sequel is a two-player mode which allows for a split-screen playing perspective. A chain weapon is also added, and when launched at

the heads of other racers, makes them think twice about passing you!

Earn money for a new bike by placing high in your heat. You can use the password option to reclaim your bike later. Buy nitro bikes for a turbo-charged boost that will have you screaming for mercy! Try a super bike for a high top speed. Or use an ultra-light bike for its maneuverability. Either way, you're sure to be a winner with Road Rash 2!

MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ELECTRONIC ARTS	GENESIS	AVERAGE	DECEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
8 MEG	5	RACING	95%	



Be very cautious when approaching an intersection or you'll collide with a car!



Stick to the inside of the curves for better control while trying to pass your rivals.



If you're not careful, the cops will bust you with a ticket and a hefty fine!



In the two-player mode, you can race head-to-head with a friend.



If you hit a sizable hill while speeding along, you will become airborne!

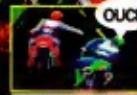
PUNCH, KICK AND BLUDGEON YOUR WAY TO THE FINISH LINE!



KICK- By pushing down and hitting the "C" button, you can deliver a powerful kick!



PUNCH- Hit the "C" button and give your fellow road rascals a nice knuckle sandwich!



CLUB- Steal the club from your opponents and use it to send them into early retirement!



CHAIN- Make mincemeat out of the competition by attacking them with this deadly chain.



Don't just stand there! If you crash, hop back on your bike before you get hit!



Keep your eyes peeled for any cops. They will try to end your racing career!



Use the Options Menu to buy bikes, enter passwords and select racing tracks.



Your driving skill will be tested by slow moving cars that hinder your progress.



You'll probably wipe-out quite a few times when you first begin to race. Some of these crashes are pretty spectacular! Here is just a sampling of what you're likely to see during a typical crash. Keep your eyes on the road, and good luck!



This is what it's all about. Fight your way to the finish no matter what it takes!

SKATE WITH THE GREATS.

Nobody can hold a stick to these guys:

Messier, Coffey, Kuri, Linden, Savard, and the 544 other guys who play hockey at the highest level. The deadliest marksmen, the enforcers, the brightest stars of the pro game.

They're all captured in *NHLPA '93*, the official game of the National Hockey League Player's Association. The all-new version of the most action-packed hockey game ever.

Last year, *NHL® Hockey* was the top-selling Genesis® sports title. This

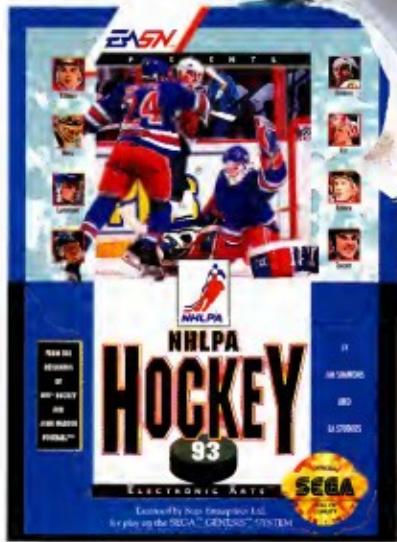
year, the same game designers deliver even more explosive game play. Check out all the players. The complete, accurate team rosters from the 1992 season. Plus 1993's new Ottawa and Tampa Bay expansion rosters.

NHLPA '93 is the finest the sport has to offer. With more new pro moves than you can shake a stick at.

Faster, tougher to beat goalies who leave the crease to clear loose pucks, or lunge and dive to smother shots. Individualized moves, like glass-breaking slap shots, nimble stick action, and brutal body checks. Each player skating his own unique game.

Hot new defensive techniques and an improved computer opponent raise the electricity in power play situations.

Supra
COM



interference, or icing. The more severe the penalty, the longer you're in the sin bin. There are even injuries that can knock you out for the game.

Standing between you and the trophy are scorers like Larmer, Goalies like Belfour. Intimidators like Probert and Gaetz.

Each of the 550 pros rated on 14 characteristics based on 1992 playing stats.

Some of the pros are better defensemen, others scoring machines, others are specialists at killing off opponents' power plays.

If these guys don't stop you in your tracks, the refs will. Calling you for tripping, hooking, cross-checking, offsides.



Talk about a game with impact
Personalized moves include Doug Wilson's cannon-like slap shot



EASN's Ron Barr
is all over the ice
like a Zamboni®



Score with the names of the game
NHLPA '93 is the only
place you'll find all 550 pros

For the first time ever, battery back-up lets you make the greatest saves outside of your goalie. Save lines you create. Even player stats for the entire post-season tournament.

The coverage of EASN,[™] the Electronic Arts Sports Network, lets nothing slide. Spectacular camera angles. Sportscaster Ron Barr. The exclusive crowd Noise-O-Meter.[™] Highlights from other playoff games.

Instant replay: Commentary.

Stick with the pros: NHLPA '93 and the Electronic Arts Sports Network. Skate over to your local EA dealer or order by phone anytime: (800) 245-4525.

And get the greatest hockey game by a long shot.



The all-new Super NES® version is coming soon.



1-800-288-HINT
96 contest for free cruise.

**PRO
SET**

OUT OF THIS WORLD

STRANGER IN A STRANGE LAND

It's a classic case of overworking. While Lester was putting in too many hours in the lab, a storm began to brew. Suddenly the mood changed from studious to panic as the lightning discharge overloaded his equipment and hurled him into another world. Now it is up to you to use your scientific mind to find a way back home. Along the way you'll find a friend along with many foes. Out of this world takes on a whole new look and feel as far as action carts go.

The other world and its inhabitants are drawn with smoothly animated polygon graphics. The game play is filled with puzzles and your character can interact with objects in the background. Can you survive the pitfalls, elude the endless obstacles, and with the help of your alien partner, make it *Out Of This World?*



REGULAR FIRE

A rapid fire laser blast that will kill enemies and has other uses.



MEGA BLAST

A huge blast of plasma that can destroy walls and enemy shields.

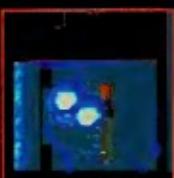


SHIELD

A special wall of energy that will protect you from enemy lasers.

GUN CONTROL

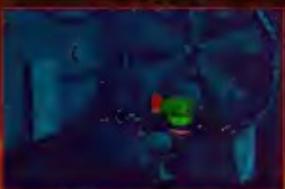
TYPE	METHOD	EFFECT
Regular Fire	Press A	kills enemies
Mega Blast	Press and hold A	destroys walls and foes
Shield	Briefly hold A	shot protection



MEGA FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
VIIRGIN	GENESIS	MODERATE	FEBRUARY
8 MEG	14	ACTION	95%

Find the recharging chamber to power up your gun. If you do not monitor your gun's power level you'll run out and be defenseless!



SUPER CINEMAS

Pictures say a thousand words. Here is how it all began with a simple lightning storm and an overworked scientist



LEVEL ONE

4

1

2

3

1. Once you appear in the pool press A and push up to escape the Sea Monster. Don't stay around for the Sea Monster will grab you with its tentacles.
2. Watch out for the worms, they fall from

the ceiling and crawl on the ground. Use low kicks to kill them safely. Kill them all before moving on.

3. Walk to the right until the Shadowbeast appears, then run to the left as fast as you

can, if you didn't kill the worms you may die. 4. When you get to the cliff jump to the vine and you will swing around the Shadowbeast. The fun isn't over yet! Run back to the right and guards will appear and shoot the beast.

MORE ADVENTURES AWAIT YOU IN THE CAVERNS OF LEVEL TWO!



Rock the cage left and right till you and your friend fall on the guard below.



Guard your friend with a shield and use a mega blast to break the gunners barrier.



Shoot the guard as soon as you enter and destroy the force shield behind him.



Use a series of Mega Blasts to destroy the three walls in your way.



Timing is crucial in the falling rock sequences.

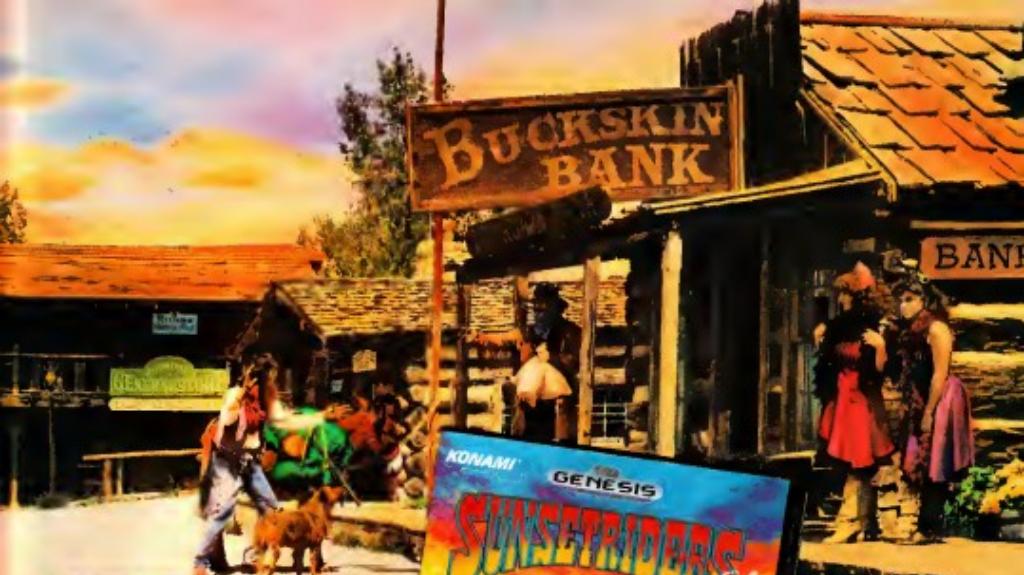


Release the water, quickly run, and jump the gaps till you get to a platform.





A Classic Western Now



Saddle up your
Sega™ Genesis™

and fill your TV screen with the guns ablazing
action of *Sunset Riders*, the wild western arcade
hit of the year.

Bounty hunt the frontier's fiercest fiends
through treacherous territory including lawless
outposts like Reachform Gulch. The stampede
of bad guys will keep one or two tough
hombres busy firing fast and furious at cattle
thieves, gunslingers, and Indians who have
no reservations about attacking.

The trail is littered with extra bounty loaf, six-shooter power-ups and decidedly
destructive dynamite. Ride your trusty steed through bonus stages that hold survival items more
precious than a sack of gold dust. And get a feel for the trigger in the Versus mode where you and
your compadre can shower each other with lead. Hot dang, be sure to
hitch up with the most rip snortin', knee slappin' blast from the past
that ever rode into town!

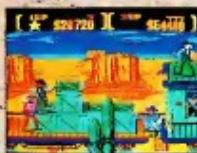
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Comes to Television.

SUNSET RIDERS

CLEAN UP THE WEST!

Sunset Riders is blasting its way out of the arcades and in to your Sega Genesis! Now you can follow the adventures of Billy Cool and his riotgun-toting amigo, Cormano Wild! When playing alone, you can select either Billy Cool or Cormano. While in the two-player mode, you and a friend can be gunslingers simultaneously! Billy is good for his quick draw, lightning speed and agility. Cormano, on the other hand, isn't as quick, but his riotgun packs quite a wallop with it's deadly buckshot spray! Along the way, you can collect power-ups that enable you to shoot faster and add a second gun to your arsenal for maximum firepower! The objective is simple: fight your way to the end of each stage, duel it out with the boss and rescue the hog-tied damsel in distress. However, the path to get to her isn't so simple! You must dispose of vicious outlaws, knife throwing banditos, cutthroat desperados, savage Indians, and even avoid herds of stampeding cattle. Be alert, though, as some of your enemies have powerful attack weapons that you can use against them! For example, a few bosses throw dynamite that, if you're quick enough, you can throw back at them. You can also shoot fire arrows back to their fort with your trusty riotgun or six-shooter! Round up your posse and head out to clean up the West!

MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	KONAMI	GENESIS	MODERATE	DECEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
4 MEG	4	ACTION	95%	



BILLY COOL

WEAPON: SIXSHOOTER
BIO: OLD FASHIONED
STRENGTH: MEDIUM
AGILITY: MEDIUM
SPEED: MEDIUM
ARMOR: MEDIUM

GUN STYLE

CORMANO WILD

WEAPON: RIOT GUN
BIO: EXPERT SHOT
COMBINE SPECIAL: EXPLODE & DODGE
STRENGTH: HIGH
AGILITY: HIGH
SPEED: HIGH
ARMOR: HIGH

GUN STYLE

Billy has an old-fashioned six-shooter that is weak, but shoots very fast!

Cormano packs a riotgun that is powerful and covers a wide spread.



Win, lose or draw in the Versus mode by playing a friend.

Once you kill the boss, pick up gold or lives in the bonus round.

If you stand around too long this invincible eagle will attack you!

Ride the baskets and pick up helpful items near the tepees.

In the saloons and hotels you can find a very friendly girl ...

Rescue the fair maiden from the bad guys at the end of each level.

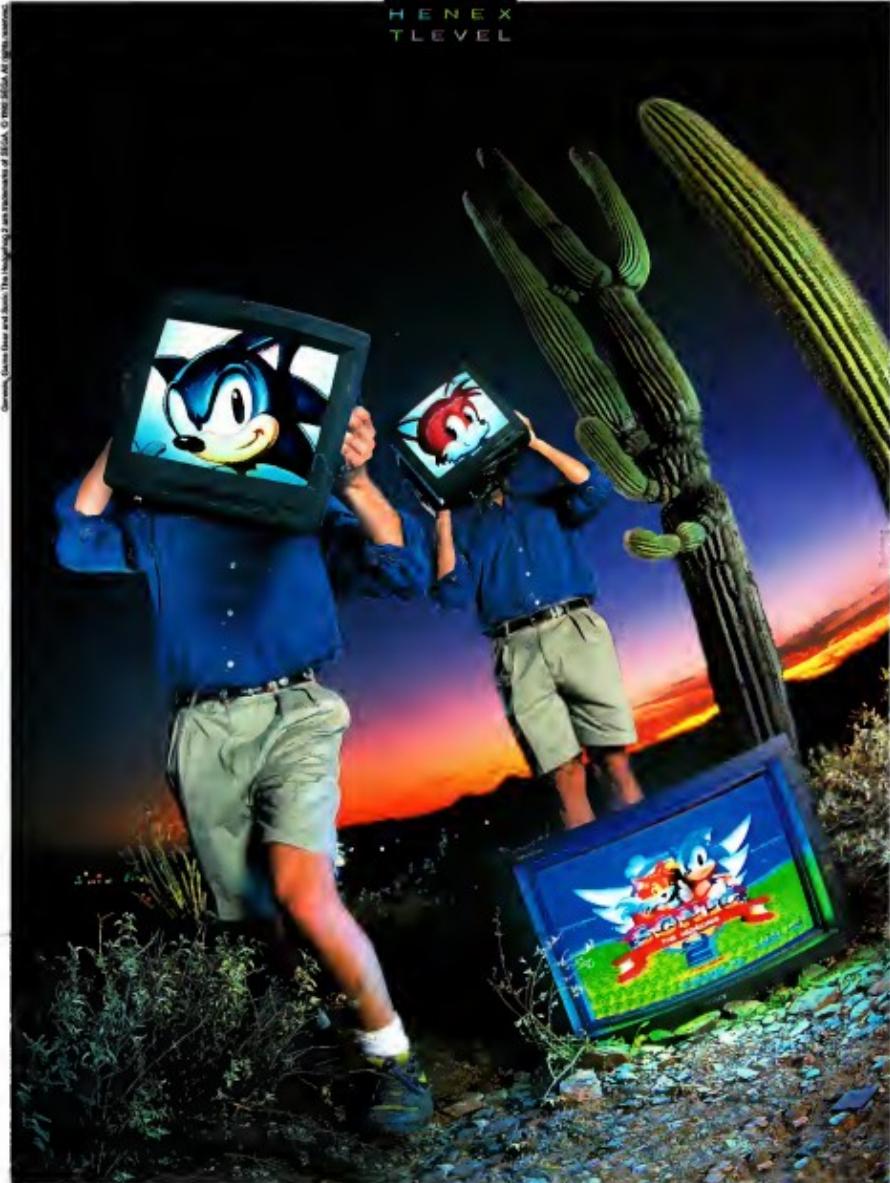


Shoot out the barrels that guard this guy and nail him with lethal crossfire action!

Position your men to distract this boss and shoot him while dodging bullets!

Stand clear - this Indian jumps off the rocks with a deadly spray of knives!

W E L C O
M E T O T
H E N E X
T L E V E L



An attitude,

An interview with two of the creators of Sonic The Hedgehog 2™

tons of enemies,

How will Sonic 2 be different from the original?

Sonic 2 will be much faster and have many more new moves. Like "Spin Dash," which will propel him forward really fast. You can play alone or two people can play with or against each other. And Sonic has a new friend called Tails, a four-year-old fox that has two tails and is almost as fast as Sonic. Tails can also use his tail as a helicopter propeller to fly.

and a running

Will there be more levels?

Yes. Over twenty different stages now. There are a lot of new challenges, like corkscrews and a chemical factory. Also, Dr. Robotnik is back and he comes with 25 different enemies. My favorite is the coconut throwing monkey.

mate with the

How do you get your ideas?

All kinds of ways. For example, when Dr. Robotnik captures animals, he puts them in a metal shell. We got the idea for that from a movie we saw as kids, in which a giant gorilla is encased in armor. Ideas can come from anywhere.

mind of a four-year-old.

How do you go about creating a game?

We start with a storyline, and then create the action and graphics. But we change the storyline a lot as we go, so we have a writer who works with us. For example, we added the Mechanical Zone after we decided to put the animals in the metal shells.

(No, it's not another presidential election.)

Is there anything you'd like to say to Sonic 2 players?

Take care of Tails. Look for many hidden rooms. And have fun. Having fun is the most important thing.



GRID IRON GRIND!

Few people in the world know more about football than the infamous John Madden. He brings his own unique perspective to football. You can't beat his commentary and color announcing! This is football the way all true fans of the sport like it - no mercy!

If you are familiar with the first two installments of this game you will be impressed with the new features that have been added to this sequel. First, there is a new hurry up, no huddle offense which helps you with tough defenses. Next, the 28 pro teams have been updated and game play is now smoother and faster! Third, eight of the all-time greatest teams from the past have been added to the team roster. This game is a must for any Genesis owner who enjoys football as much as John Madden does!



Take a close look at the strengths and weaknesses of each team!



If you win the coin toss then you must decide if you want the ball now or later!



You have a lot of really killer plays to choose from. Execute them well to win!



This is the way to blow them off the line! Madden would be proud of you!



Pick your team and the weather conditions before starting the game.

JOHN MADDEN FOOTBALL '93

**MEGA
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ELECTRONIC ARTS	GENESIS	MODERATE	DECEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	SPORTS	100%



I can see daylight around the corner!
There is no stopping #21 now!



This play is an easy interception for #25!
Too bad - it looked good on paper!



This looks like pass interference!
We'll gladly take the first down!



Everybody is open! Pick a receiver
and celebrate in the end zone!



The instant replay option is a great way
to review your glorious achievements!



If your line won't hold then your
quarterback is going to have a long day!



Take the wind into account when
kicking extra points and field goals.



It looks like an interception is in the
making! Keep your head down!



Catch up on the teams' latest statistics
during half time or after the game.



Double Dragon 3

The Rosetta Stone

MEGA FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
FLYING EDGE	GENESIS	MODERATE	NOW
8 MEG	5	FIGHTING	100%

TRIPLE TROUBLE!

Billy Lee and his twin brother Jimmy are back in the third installment of the Double Dragon series for the Genesis! The martial arts brothers must seek out the three magical Rosetta Stones while surviving an onslaught of evil thugs and henchmen who will stop at nothing to get their hands on the stones.

Guide our heroes through five treacherous levels with the toughest hoods in the world and pummel the enemies with your martial arts skills. Summon your strength and courage and retrieve the stones before they fall into the hands of the enemy!



When you're knocked down, enemies will gang up on you to finish you off!



Twins Billy and Jimmy Lee set out to find the lost Rosetta Stones.



Roney sets up for a big swing as a feeble ambush attempt fails to stop him.



Jimmy Lee uses his martial arts skill to knock this belligerent biker to the ground!



Billy Lee executes a face-smashing knee drop on an unlucky recipient.

1. As soon as the game starts, enemies rush your way. Get ready for them. Enter the shop if things get rough.

2. It starts to get tough around the alley. Be careful as thugs will attempt to surround you for some dirty tactics.

3. You're at the end of this level, but it's not over. More of the gangs will come from out of the door to stop you!



AMERICA 1-1

BOSS BOYS



FIGHT TO THE FINAL BATTLE!

WEAPON SHOP



There is a weapon shop in the beginning of levels 1, 2 and 3.



Taichi



Nunchakus

SOME STREET BRAWLING MOVES



Flying Kick



Head Ram



Knee



Punch

Hurricane

FIGHTING FRIENDS

Other brawlers will take up the fight after the Dragon duo perish.

BILLY'S SQUAD



RONEY

JIMMY'S SQUAD



ANNIE



SEIME



TAIME



MASAO



ONINN

4. The second part of this level starts off with bikers who want to run you over. Knock them off with a jump kick.



AMERICA 1-2

5. There are conveyor belts at the bottom of this level leading to a pit. Avoid them or fall to your death below.

6. The boss of the first level is easy. As soon as he appears, punch him in the gut. Time this, as he comes for more.

CAPTAIN AMERICA and The AVENGERS

MEGA FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
DATA EAST	GENESIS	MODERATE	NOW
8 MEG	5	ACTION	100%



CAPTAIN AMERICA

Used in an experimental 'super soldier' project, he is a one-man army and combat expert.



HAWKEYE

Trained by Captain America, he is a gifted marksman with superhuman eyesight.



IRON MAN

President of Stark Industries; he's the inventor of his new high-tech battle armor.

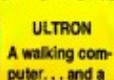


VISION

An android with super strength and intelligence. His forehead holds a powerful energy gem.



ULTRON



A LITTLE HELP FROM YOUR FRIENDS



Drops off energy.



Flies with a sting.

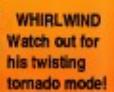
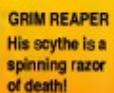
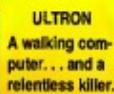


Aquatic support.



Gives a flying aid.

RED SKULL'S FORCES



FIGHT THE FORCES OF EVIL!

The Red Skull has launched a terrible new plot to take over the country. To accomplish this goal he has created an alliance with a legion of super-powered villains bent on destruction and conquest. The Avengers have been called in and you and a friend must rid the planet of this evil force.

This new comic action game features the four core members of the legendary Avengers: Captain America, Iron Man, Hawkeye, and the Vision. Each character has his own unique moves and weapons. Only after all of these skills are mastered will you have a chance to go up against the Red Skull.

Can you make it through the five levels of super villains? Only time will tell if you are up to the task, as the rallying cry, "Avengers Assemble!" is echoed through the streets!



Play against your friends and master your skills in a two-player versus mode.

TRICKS
OF THE
TRADE

JAPAN
GAMING

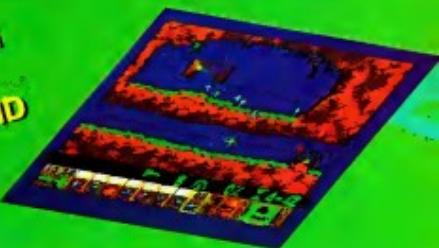
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WAVE

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CINDY



LISA

NIGHT TRAP



ASHLEY



MEGAN



DANNY

S.C.A.T. MISSION 230

Mr. and Mrs. Victor Martin are a curious couple. On the surface they seem like your typical loving parents with their two straight-arrow children, Jeff and Sarah. However, five girls disappeared recently and the last place they were sighted was at the residence of (you guessed it) Mr. and Mrs. Victor Martin! It is time to find out what is going on before something happens to the five new girls staying at the Martin's this weekend. This time there is an undercover agent as well as a surveillance system inside the house. You have tapped into the system, and can see inside every room. If anything out of the ordinary appears, use the hidden traps in each room. When the meter points to red, hit the B button and catch some nasties. However, if you let too many ghouls escape or if you accidentally trap one of the guests, you will be relieved of duty by Commander Simms. Good luck!



CMDR. SIMMS

MEGA FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	SEGA-CD	HARD	NOW
CD-ROM	N/A	ACTION	100%

THE MARTIN FAMILY



MR. & MRS. VICTOR MARTIN



SARAH

JEFF



KELLI: She is your undercover agent, helping you with clues from her own investigations.



When a ghastly ghoul approaches a trap, catch it by pressing Button B!



If you don't keep track of the guests, they may fall victim to the prowlers!



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TURN OR BURN!

Today is the first day of your new job as a "sewer jockey." Your task: to deliver life-supporting supplies to distant human outposts. The problem is, the only way you can deliver the goods is through a global network of sewers. You are paired with veteran jockey Ghost, who sits behind you for the ride. Occasionally he will give helpful advice, but if you screw up, he'll slap you around! The object of the game is simple: Speed through the tunnels, shooting everything that gets in your way! However, don't get trigger-happy, as you only have a limited amount of energy for your gun. Also pay attention to the directions your ship's mechanical probe, Cat-

fish, relays to you. This vital information tells you which tunnels to take as shown by the arrows at the top of your console. If you fail to follow the route he tells you, you will hit a dead end! If you don't crash and burn, the boss will compliment you on your performance. If you complete your run successfully, you get to go to the ultimate paradise resort - Solar City. If not, you will either get canned or you'll explode against a dead end! Good luck!



SOLAR CITY

LEARN THE LINGO OF THE SEWERS!

12:00- PULL UP, OR DIE IN THE SEWER!

3:00- CUT RIGHT! THE TURN IS COMING UP!

6:00- DIVE! THE TRAIL LEADS DEEPER STILL.

9:00- LEFT! IT'S TIME TO TURN OR BURN!

SEWER SHARK

CHARACTER CORNER

FALCO



GHOST



PILOT



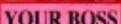
CO-PILOT

CATFISH



STENCHLER

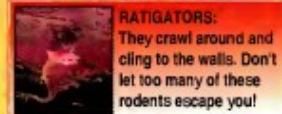
PROBE



YOUR BOSS

MEGA FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SONY	SEGA CD	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
CD-ROM	N/A	ACTION	100%



RATIGATORS:
They crawl around and cling to the walls. Don't let too many of these rodents escape you!



TWIST & TURN: Follow the instructions Catfish gives you for a safe passage.

COMMAND CONSOLE



Gunsight, Energy Level, Score & Director are all shown for your run!

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WELCOME
TO THE
NEXT
LEVEL



Believe it or not,

*An interview with
Scott Bayless, CD developer at Sega.*

the brains behind Sega CD™

What are the technical advantages of Sega CD?

Basically, it offers massive storage, which means we can now use real video action. A 16-bit cartridge could only hold a few seconds of motion video. But the CD holds over 500 megabytes, so you can now play for hours, interacting with real video.

don't wear pocket-

So the games will be more realistic?

Yeah, way more realistic. We have a second processor and a special graphics chip, so our zooming, scaling, and rotation is incredible. And we use a lot of real-life video you can actually interact with. Characters will speak to you and harass you.

protectors or glasses

What do you mean "interact"?

For example, there's a game called "Night Trap,"™ that uses all real-life footage with real actors, and you control the action. You have to rescue girls from a house full of ghouls by operating a surveillance system, and trapping them in different rooms. It's like controlling the plot and the action of a real movie, from start to finish. It's pretty wild.

held together with tape.

Do you have a personal favorite CD game?

Yeah. I like the INXS music video game, where you can re-edit their videos with different special effects and graphics. The sound on all the CD's is pretty amazing; it's just as good as an audio component. Plus we're using a lot of original music. When you hook it up to your sound system, it's like playing in a whole new realm. It's really amazing. You forget where you are.

(Those guys work for our competitors.)



W E L C O M E T O T H E N E X T L E V E LTM

Where to find

Adrays

Babbage's

Best

Best Buy - Select Locations

Boscov's

Caldor

Captron/G & G

Circus World

Circuit City - Select Locations

Electronics Boutique

FAO Schwarz

Fedco

Fred Meyer

The Good Guys!

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K & K Toy Stores

Kay Bee Toy Stores

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MUTANT MANIA HITS SPRINGFIELD!

The Space Mutants are coming! Their mission: conquer the Earth. Where to start: Springfield. Unfortunately, the young and mischievous Bart Simpson has learned of their plan. Armed with a can of spray paint, Bart must foil the Mutants by spraying, covering or changing all purple objects to red. These objects have been planted by the aliens as part of their sinister plan! Bart can also purchase several other items at stores along the way! Join Bart in the fight against the Mutants' sinister designs, or eat their shorts, man!



The Simpsons gather around the TV to spend some quality time together.



The evil alien space mutants have devised a plan to conquer the Earth!



Bart stops and wonders how to get the bird off the top of the statue.

MEGA FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
FLYING EDGE			
2 MEG	5	HARD	DECEMBER
	ACTION		95%

HELPFUL HINTS

1. After spraying the trash can red, Bart must jump up and spray the aliens sticking to the store window.
2. Jump on top of the phone booth and walk across the clothesline to drop the clothes over the purple objects.
3. Don't forget the trash can here.



The use of Bart's x-ray specs allows him to identify which citizens are aliens.



To help in his quest, Bart will need some much-needed items like the rocket.



PRINCE OF PERSIA

MEGA
FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TENGEN	GAME GEAR	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	8	ACTION	100%

A PERILOUS QUEST TO DESTROY EVIL

In a faraway land, and evil Lord known as Vizier Jaffar has seized control of your kingdom and imprisoned your love - the Sultan's daughter. On Jaffar's orders, you have been arrested and thrown in his dungeons. Having escaped, you must now fight your way to the tower where your love awaits.

Prince of Persia has translated amazingly well to the small screen. The game has great control and incredibly realistic animation. The password feature allows you to restart the game where you last left off. Be on your way though, as you only have one hour before Jaffar has the princess killed.

Fight for your life against merciless guards who are cut for your throat.

Black magic has created this tricky mirror where you must fight your clone!

You'll need speed and split-second timing to avoid the jaws of death!

Watch your step or you will find yourself impaled on these razor-sharp spikes!

Can you save the beautiful princess from the clutches of evil in time?

Battle the skeletal minions of the dreaded Jaffar in the dark dungeons.

W E L C O
M E T O T
H E N E X
T L E V E L

How to get

The grass is cut. The leaves are raked. Enough is enough. Take things into your own hands and get free Game Gear software by cutting out this page and filling it in as directed. Then, just send it to us with the following: the original store cash register receipt and the proof of purchase (UPC code) from a Sega™ Game Gear™ The Sonic System™ (SKU #2121), purchased between November 15, 1992 and December 31, 1992; a completed purchase registration card from inside your new Game Gear system (the one with Sonic

some free



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inside), and a check or money order for \$3.50 US dollars (no cash, stamps, or C.O.D.s) to cover shipping and handling (make it out to "Game Gear Christmas Promotion"). We'll send you one of the following games, according to availability* (fill in your preferences below): Shinobi™, Columns™, Chessmaster™, Solitaire Poker™, World Class Leaderboard™ Golf, or G-LOC™. Send it to Game Gear Christmas Promotion, P.O. Box 4957, Hayward, California 94540-4957. All items must be postmarked no later than Jan. 31, 1993.

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MEGA REVIEWS!!

The Sega Genesis/Sega CD/Master System/Game Gear Resource

The Review
Crew's pick
of the issue!

SONIC 2
BY
SEGA



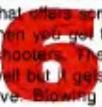
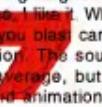
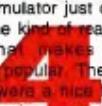
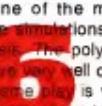
FEATURING

LHX Attack Chopper, John Madden '93, Lightening Strike, Aquatic Games, Gadget Twins, Sonic 2, Bio Hazard, Road Riot 4WD, Cobra Command, Black Hole Assault, Lemmings

LHX ATTACK CHOPPER



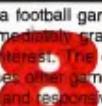
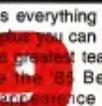
Pilot either an Apache assault chopper or the secret LHX as you blast through 45 levels of simulation action. Filled with numerous weapons and visual perspectives, you'll be in total control as you save the world.

	Electronic Arts	Genesis	Action	8 Meg	Now
DAVE	LHX is an above average game that offers something new when you get tired of basic shooters. The game plays well but it gets rather repetitive. Blowing up the camels is an odd touch.		G.O.G.	While the fighting isn't all that intense, I like it. Where else can you blast camels into oblivion? The sounds are just average, but the control and animation set this one above most sims.	
MIKE	This simulator just doesn't pack the kind of realism or feel that makes these games popular. The many views were a nice feature but missions are tedious and not very original.		BART	This is one of the most impressive simulations for the Genesis. The polygon graphics are very well done and the game play is very good. Repetitive but a touch of humor adds to the game.	

JOHN MADDEN '93



Madden knows football, and this latest football game has all the hits and plays you'd expect. Electronic Arts has enhanced their graphics and game play to bring a hard-hitting, heavy-duty season of tournament football.

	Electronic Arts	Genesis	Sports	8 Meg	December
DAVE	The Madden series has always been a favorite with me and this version is no different. All your favorite teams from past seasons are here and the animations are noticeably improved.		G.O.G.	Genesis football at its finest. All that I liked from the previous versions are here. A lot of the chopping has been done away with and the voice adds a personality to it. Wow!	
MIKE	This is a football game that can immediately grab anyone's interest. The control surpasses other games with a quick and responsive feel. The graphics could be better, but it plays like a pro.		BART	This cart is everything that JM '92 is plus you can play the all time greatest teams. Of course the '93 Bears make an appearance and being a fan, I love it. Still the same, but still great.	

SONIC 2



The famous hedgehog is back and this time he's brought along a friend, Tails. In this long-awaited sequel you once again battle Dr. Robotnik tearing up the terrain as you fight into the Death Egg Fortress.

Sega

Genesis

Action

8 Meg

Now

DAVE

I never thought the original could be beaten! The two player version is a terrific touch and all the levels are beautifully drawn! Sonic 2 is a fantastic sequel from beginning to end!

**G.
O.
G.**

One word: amazing. This game exceeds the first one in almost every way! While I find the colors aren't as bright, the addition of a second player and faster speed, makes up for it.

MIKE

This is the best sequel ever made for the Genesis. The addition of Tails and the many new gadgets send Sonic soaring. Game play is the same, but graphics and gizmos will make this a hit.

BART

Sonic's back for more. The graphics are great and the game play has a few new touches. The levels are large but very straightforward. The 2-player mode is too distorted to enjoy.

BIO HAZARD



Bio beasts are taking over the world and it's up to you to destroy an onslaught of mutant insects. Choose from four different ships and gather the energy pods to power up the Earth's only hope of survival.

Sega

Genesis

Shooter

8 Meg

Now

DAVE

To be honest, I expected more from this game. It has the looks and feel of a winner, but the overall game is nothing to shout about. A game to get if you are a fanatic of Genesis shooters.

**G.
O.
G.**

Intensity is the key here. While a tad similar to Inspector-X, the swarms of enemies are much more vicious. The animation is really cool, and the music gives me an eerie feeling.

MIKE

This shooter has many power-ups and enemies but the game play and sounds are slightly lacking. The game has graphics with an insect theme, but overall, it's nothing special.

BART

The graphics and animation are very cool. I'll give it that. The sound support isn't very impressive and the game play is nothing special. A couple neat power-ups and not enough variety.

GADGET TWINS



The kingdom's sacred gem has been stolen - what to do? Never fear! It's Bop and Bump, the Gadget Twins, to the rescue! This two-player game takes Sega to new heights in their quest to retrieve the gem!

Gametek

Genesis

Action

8 Meg

Now

DAVE

Gadget Twins holds its own as a shooter with a unique method of sending the enemies to destiny. The cartoon graphics are nice and the music has a catchy tune.

**G.
O.
G.**

This comical game is filled to the brim with unusual enemies and power-ups. The two-player mode is a blast, and really improves the playability. The controls handle a bit slow though.

MIKE

A cute little game with cartoon-like graphics and sounds. The major drawback is the unusual game control that hampers the enjoyment of this otherwise adorable and fun game.

BART

This is one of the most enjoyable shooters available for the Genesis. The graphics are cute and the method of attack is unique. The game is good but the controls are awkward.

LIGHTENING STRIKE



Brought to the U.S. this Thunder Force sequel is packed with action. There are eight levels of shooter excitement and eight different types of power-ups to keep you busy as you fly through many different worlds.

Sega

Genesis

Shooter

8 Meg

January

DAVE

While not as stimulating as Thunder Force 3, this shooter does deserve credit as a powerful game! Cool weapons, detailed backdrops and cool bosses make this one a winner.

**G.
O.
G.**

The parallax makes me dizzy, and the relentless attacks make me quake in my boots. The music really rocks, and control is great too. The slow down however is aggravating. Awesome.

MIKE

This new installment of Thunder Force just doesn't seem to have improved over the last installment. There are a bunch of power-ups and big bosses. An overall cool shooter.

BART

I was disappointed with this cart. The graphics are good but aren't as crisp and colorful as the first. The game play is tough and the power-ups are cool. Nothing new or revolutionary here.

AQUATIC GAMES



You've heard of the Olympic Games, now get ready for the Aquatic Games, starring James Pond and his friends, The Aquabats! Survive the 100m Splash, and other grueling events! Even play with a friend!

Electronic Arts

Genesis

Sports

4 Meg

Now

DAVE

Olympic video games can be boring but this game is a great spoof. The events are comical and present a respectable challenge but I just can't see this game having long-time value.

**G.
O.
G.**

While an innovative concept for the James Pond character, the game looks as if it's for children but the game play is more for the older player. The music is average, as is the game itself.

MIKE

Here's a game with graphics that can appeal to kids and game play that can challenge adults. The eight events are cool and yet retain a good level of difficulty. A definite splash!

BART

This game seems to be targeted at the younger audience, but is difficult enough to appeal to hard core gamers. Cool, challenging, and lots of fun when being played by two players!

ROAD RIOT 4WD



Drive around the world on tracks hosted by a variety of interesting individuals! It's ready, set, go with Road Riot, but it is hardly a laughing matter. See if you can survive these tracks or crash and burn!

Tengen

Genesis

Driving

8 Meg

Spring '93

DAVE

Sorry, but his version just doesn't do the arcade justice. The controls are rough and the game plays just too slow. Hitting the spectators as they walk on the course is funny, however.

**G.
O.
G.**

While it's not the arcade game, I find a lot to enjoy here. The pace is fast and furious. I love the voices, and the ability to run down spectators. It lets you lower your stress level.

MIKE

An interesting idea but a poor execution. The terrain and racing was good but the control and overall graphics were rather weak. More cars and detail would have made the difference.

BART

A very poor coin-op translation that falls short in game play and graphics. The control is non-responsive and the graphics are cheesy. The 1st person effect is disappointing for a 16-Bit cart.

COBRA COMMAND



Fly with the eagles - or die like the rest! Only the best survive this gunship simulator that takes the Sega CD to an all-time high! 10 senses-shattering levels to test your skill, and nerves, in this battle to the end!

Sega

Sega CD

Action

CD-ROM

December

DAVE

One of the first of the CDs and actually one of the better ones if you can get by the idea of the linear controls, you have a good, solid shooter/simulation. Not for the weak at heart.

**G.
O.
G.**

This is the next frontier of video gaming. The game looks like a cartoon, and plays quite well. My only problem is with the severe lack of colors. Something to look out for.

MIKE

There is a lot of realism in this game complete with digitized graphics. Game play is rather simplistic and for a CD, the sound could be better, but the visuals make for a worthy mission.

BART

Take away the super cool cinema/cartoon-like back drops and you have a move-the-cursor-and-shoot game. Include them and you get a high tech trip from start to finish. Repetitive.

BLACK HOLE ASSAULT



The solar system is once again under attack. The enemies are equipped with armored assault suits. You must master modern fighting machines to defeat the alien force and reclaim the universe.

Bignet

Sega CD

Fighting

CD-ROM

Now

DAVE

Contrary to my colleagues opinions, I find this game to be highly addictive and enjoyable to play! There are plenty of robots with unique attacks coupled with an awesome CD soundtrack!

**G.
O.
G.**

While looking similar to Heavy Metal, the game play is faster, and smoother. While there are not that many moves, the technique involves helps. I love the rockin' music and cinematics.

MIKE

This could be the Sega CD's breakthrough into the fighting genre. The action and controls are good but graphics are a bit dark and cloudy. Could use a few more character moves.

BART

I like this cart a little more than its cartridge cousin Heavy Metal. The graphics have improved as well as the sounds and music. However, the game play is still choppy and repetitive.

LEMMINGS



These roaming fuzzy critters seem to have an appetite for self-destruction. You must guide these guillible guys through 30 levels of mazes saving all you can. This portable cart becomes very addicting.

Sega

Game Gear

Action

2 Meg

Now

DAVE

As a big fan of Lemmings, this game completely does justice to its 16-bit counterparts! Enough levels to keep you busy on those road trips and the puzzles are always a challenge.

**G.
O.
G.**

Those little buggers seem to play well no matter what system they're on. Always a challenge, and lots of mind boggling fun. The eye strain is worth it, as you will become addicted easily!

MIKE

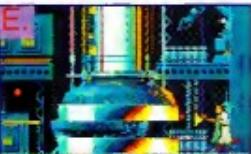
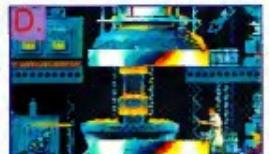
The addictive computer game has finally made it to a portable. A good replica, it contains all the strategy and various Lemmings that made this a compulsive maze craze on all formats.

BART

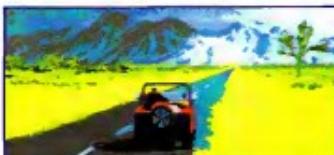
A pixel for pixel translation for the GG. Everything is intact and the game looks and plays extremely well. The best thing about it is the fact that you can bring it with you wherever you go!

GAME OVER!

TERMINATOR



Prepare for the future..



You won't be able to destroy the Terminator by shooting it. He can be slowed down with a well-placed shotgun blast but remember, you can only knock the Terminator back five times. After that he will become invincible, and he can easily corner you, finish you off and get to Sarah. Timing becomes everything; you have to know when to run-- and when to fight!



A. First get the Terminator behind you, but try to stay a safe distance ahead of him.

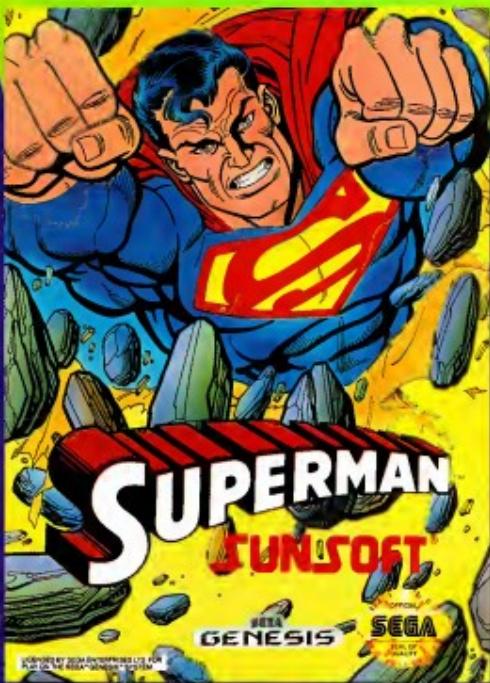
B. Run to the hydraulic press and let him follow you.

C. Blast the machine's legs out from under him!

D. He is damaged, but far from disabled. Wait for him to crawl underneath the smasher.

E. Crush his circuits, and save the future!

KRYPTONITE NOT INCLUDED™



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Dare to Escape!

TRECO

Sorcerer's Kingdom™



Status Bar/Stat	
Health	100 / 100
Food	100 / 100
Water	100 / 100
Magic Mana	100 / 100
Gold	100 / 100
Leather	100 / 100
Metallic	100 / 100
Health	100 / 100
Food	100 / 100
Water	100 / 100
Magic Mana	100 / 100
Gold	100 / 100
Leather	100 / 100
Metallic	100 / 100



The ear-splitting cry of a Griffin invades your brain and echoes down the long dark corridors of Sorcerer's Kingdom.

Only your sense of duty to your King gives you the courage to venture forth. As you defeat foe after foe in this precarious land, you feel your muscles growing stronger and your reflexes getting swifter. Up ahead you finally glimpse the daylight and run for fear of what is closing in behind you. You find yourself at the edge of a towering cliff where your only hope for escape is to don your magical wings and fly...



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